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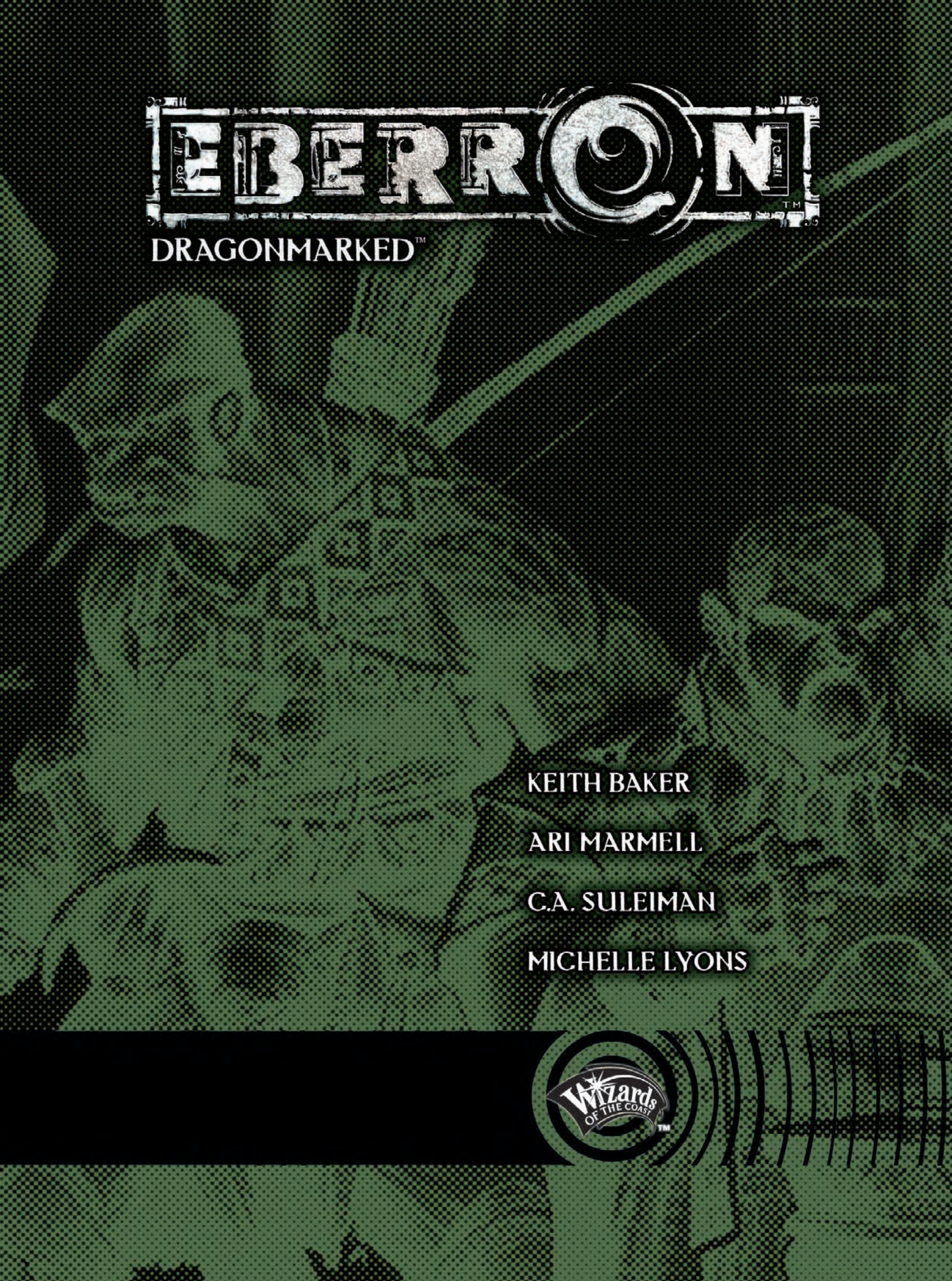
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Dantian d'Lyrandar smiled as his ship approached the docking tower. And a fine ship it was!
His guardian Malena seemed more cautious and watched the ship closely, looking for some hint of danger. She loathed Captain Savar's advances and wasn't looking forward to the wizard's company on the flight to Korth.
She also held lingering doubts concerning his dedication to House Lyrandar . . .

Introduction

A dragonmark is a symbol of both the magical power granted to its wielder and the worldly power held by the twelve dragonmarked houses. This introduction examines all aspects of what it means to bear a dragonmark: the nature of the marks, the structure and history of the dragonmarked houses, and the impact of house membership on player characters.

Dragonmarks

A dragonmark is a magical symbol that manifests on the skin, but its color immediately differentiates it from any mundane tattoo. A dragonmark is etched in shades of blue, green, and purple so vivid that they appear to glow, though the mark provides no real illumination.

A dragonmark is associated with one or more magical abilities, and a person who carries a dragonmark can exercise these powers. When a bearer invokes the power of a dragonmark, its colors shimmer and flow, and the skin grows warm to the touch. The mark grows warmer each time its power is used over the course of a day; by the time the bearer has expended his full allotment of spell-like abilities, the mark is fever-hot and cannot be used again until it cools. Shapechanging ability and illusions can mimic a dragonmark's appearance, but usually cannot make it warm to the touch.

In keeping with their magical nature, dragonmarks are not simply skin deep. If a mark is cut or scarred, it reappears as the skin that bears it magically heals. If a warrior loses the hand that bears his dragonmark, the mark will manifest elsewhere on his body. Creatures under the effect of *polymorph,* wild shape, and other shapechanging effects retain their dragonmarks unless they specifically will them to be hidden.

Nearly all dragonmarked heirs first manifest the least mark of their house. When a character increases her dragonmark's power, the mark physically expands. A typical least dragonmark covers an area 2 inches square on the skin. Lesser marks are typically 3–5 inches across, while greater dragonmarks are 6–8 inches. Siberys dragonmarks are vast designs that often cover the bearer's entire chest or torso.

Marked by Blood

Dragonmarks are tied to bloodlines. The dragonmarked houses are the descendants of the families that first manifested the marks, and a character with a dragonmark can always find a connection to a dragonmarked house somewhere in the roots of his family tree.

Though the appearance of marks cannot be consistently predicted, approximately half the children born to dragonmarked parents eventually develop dragonmarks of their own. Common belief holds that parents with powerful marks are more likely to produce gifted children; likewise, children often develop the same powers as their parents. Within House Sivis, members of the Torralyn family typically manifest *whispering wind,* while Syrralans are more likely to possess the power of *arcane mark.* Houses often arrange marriages with marks in mind.

Despite these beliefs, dragonmarks are clearly about more than selective breeding. A child born to parents possessing least marks might later manifest the greater mark, or no mark at all. It is also known that the hybrid races cannot inherit the marks of their parents, so that a human cannot pass the Mark of Making to a half-elf child. A member of a dragonmarked house reincarnated as another race keeps his dragonmark, but children born to such transformed creatures never possess the dragonmark of the parent's original race. Though legend states that Erandis d'Vol, the last known heir of the Mark of Death, was a half-dragon, only the Mark of Finding is known to cross racial barriers, manifesting on both humans and half-orcs.

The Test of Siberys

Children are not born with dragonmarks. Rather, a dragonmark most often appears in response to a stressful

What You Need to Play

Dragonmarked makes use of the information in the three D&D core rulebooks—the *Player's Handbook (PH), Dungeon Master's Guide (DMG), and Monster Manual (MM),* as well as the *Eberron Campaign Setting (ECS).* In addition, it contains references to class descriptions and other material from several supplements. Although possession of any or all of these supplements will enhance your enjoyment of *Dragonmarked,* they are not strictly necessary.

situation in which the powers of the mark could prove useful. A Jorasco heir feels her dragonmark flare to life as her best friend lies dying. A Medani scion instinctively realizes the meal he is about to eat is poisoned, and in an instant of burning pain, his mark appears.

The Test of Siberys—a rite of passage undertaken by the adolescent children of the dragonmarked houses—is rumored to induce the kind of extreme stress needed for dragonmarks to manifest. The test varies from house to house, and is based both on the powers of the mark and the traditions of the family. Outsiders, even those of dragonmarked houses, know little of what goes on in a particular house's test. Though a person can fail the test and still manifest a mark at a later age (as shown by the fact that a player character can manifest a mark at -any time), this is rare. As a rule, it is assumed that those who fail will never develop a dragonmark.

The Test of Siberys shapes the future of a character. A successful child emerges as a dragonmarked lord with a vital role to play in his family's future; one who fails still maintains the privileges of her bloodline, but must fight to prove her worth in the mundane offices of her house.

Dragonmarked Houses: Masters of Trade

The wealth of Khorvaire is built on magic, and the dragonmarked houses are the mortar that holds this magical economy together. Communications, transport, banking, animal husbandry, security—the cornerstones of Eberron's pseudo-medieval culture are all effectively owned by the dragonmarked houses.

The wealth and influence of the modern houses extends far beyond the power of dragonmarks, however. Though the unique magical abilities of the Mark of Making might have given Cannith smiths an edge over their mundane competitors in centuries past, the spell-like abilities of the dragonmarked are hardly novel in a modern society where adepts, artificers, and other spellcasters are far from rare.

Rather, it is the carefully crafted histories and reputations of the dragonmarked houses that are responsible for their commercial dominance in present-day Khorvaire. The skillful manipulation of magic and artifice has allowed the houses to use the dragonmarked as the keys by which even greater magic is controlled. House Sivis's *speaking stones*, the lightning rail of House Orien, Lyrandar airships, and the Cannith creation forges have all kept the dragonmarked houses at the center of Khorvaire's economic, military, and social development. As a result, the dragonmarked enjoy a status in Khorvaire that "mundane" wizards and artificers cannot match.

THE DRAGONMARKED HOUSES

House	Mark	Race	Influence
Cannith	Making	Human	Fabricators Guild, Tinkers Guild
Deneith	Sentinel	Human	Blademarks Guild, Defenders Guild
Ghallanda	Hospitality	Halfling	Hostelers Guild
Jorasco	Healing	Halfling	Healers Guild
Kundarak	Warding	Dwarf	Banking Guild, Warding Guild
Lyrandar	Storm	Half-elf	Raincallers Guild, Windwrights Guild
Medani	Detection	Half-elf	Warning Guild
Orien	Passage	Human	Couriers Guild, Transportation Guild
Phiarlan	Shadow	Elf	Entertainers and Artisans Guild
Sivis	Scribing	Gnome	Notaries Guild, Speakers Guild
Tharashk	Finding	Human, half-orc	Finders Guild
Thuranni	Shadow	Elf	Shadow Network
Vadalis	Handling	Human	Handlers Guild

History

It is often assumed that each house has a single founder: that some ancient Master Cannith was the first person to develop the Mark of Making, with House Cannith born of

Dragonmarks and the Draconic Prophecy

For centuries, explorers have noted strange symbols similar to dragonmarks formed by such seemingly random forces as coral growth, lava flows, and earthquakes. These are the symbols of the draconic Prophecy studied by the great dragons of Argonnessen. Dragonmarks caused an upheaval among the dragons when they first appeared, and the Chamber has monitored the marked races ever since. It is difficult for humans and their kin to grasp the vast mysteries of the draconic Prophecy. Some scholars claim that the dragonmarks represent primal forces, and are tied to both the moons of Eberron and the planes. As such, a dragonmarked heir is a pawn of prophecy: a tool that can be used to shape the future.

The statement that a vile demon can be destroyed only by "Storm, Shadow, and the Servant of the Forge" might refer to vague legend—or it might refer to heirs of House Lyrandar, House Thuranni, and House Cannith working in concert. Members of the Chamber sometimes assemble teams of dragonmarked heirs to meet certain conditions. In other cases, the convergence of heirs can have its own significance. Just as a shaman reads meaning into the random patterns of bone chips, a student of the Prophecy can dredge omens from the presence of particular dragonmarks in a specific location.

More information about the draconic Prophecy and those who study it can be found in *Magic of Eberron*. Some of the greatest dragon prophets (a prestige class introduced in that book) have been heirs of dragonmarked houses, though many sever their house ties after grasping the greater mysteries.

his children. The truth is not so simple. Each dragonmark first appeared within multiple families, although the marks were bound to specific races and regions. The Mark of Sentinel appeared among the people of Khorvaire's northern coast, while the Mark of Making was found in the region that would eventually become Cyre. It took generations for these first dragonmarked to realize the significance and power of their marks. During this time, aberrant dragonmarks were as common as those that would come to be seen as true marks, in part because there was no taboo against mingling the bloodlines of dragonmarked families (see Chapter 4 for more information on aberrant dragonmarks).

Each dragonmarked family has stories about the exploits of its ancestors, although these are often contradictory. The Lyrriman gnomes of House Sivis claim that their forebears were the first to identify and unify the dragonmarked families, while members of the Vown family of House Cannith make similar claims. Seven dragonmarks were known by the time Karrn the Conqueror sought to bring all Khorvaire under his rule, though the families that bore them were not yet unified. The Sivis League, the Tinkers Guild of Cannith, and the Phiarlans of Aerenal had all laid the groundwork for their future houses, but the Sentinel families of the north were still divided. Some fought alongside Karrn, while others were among his strongest foes.

The War of the Mark

Though Karrn failed in his conquest, his wars helped raise awareness of the dragonmarked as his soldiers traveled to distant lands. Over the next few centuries, the families began to communicate with one another, with the leaders of Sivis and Cannith taking the greatest initiative. However, it would take a second war to truly bring the families together and forge the foundation of the modern system of houses.

In the present day, few truths survive from the War of the Mark. History is written by the victors, and the dragonmarked houses have had fifteen hundred years to codify the persecution of the aberrants. What remain are superstitions and folktales: myths of aberrant monsters whose power could shatter cities. Many aberrants were said to be driven mad by the power of their marks—children of Khyber, touched by darkness. Those who bore the true marks were champions blessed by Siberys, or so the dragonmarked claimed. All that is truly known is that the aberrant dragonmarks of old were not bound by bloodline, and that they were as unpredictable as they were powerful.

Some say the fledgling dragonmarked houses saw a purge of the aberrants as the means to ensure their mystical monopoly. Others believe that the threat of the aberrants was inflated to force the dragonmarked families together. A few sages have suggested that the entire war and its aftermath were the work of the dragons of Argonnessen: that the creation of the houses served the Prophecy, and that the dragonmarked have always been unwitting tools of these ancient wyrms.

Some of the heroes and events of the War of the Mark are discussed in Chapter 4 and in the *Sharn: City of Towers* supplement. Alliances were forged in the heat of battle, and in the aftermath of the conflict, the leaders of the young houses formed the council of the Twelve. This arcane cabal established the unifying traditions of the dragonmarked, and set the standards by which the houses are governed to this day.

The Korth Edicts

In time, a new leader set out to unify Khorvaire, and it quickly became apparent to the patriarchs of the dragonmarked houses that Galifar I might well succeed where Karrn had failed. When house leaders met Galifar in the

The Twelve

At the conclusion of the War of the Mark, Lord Hadran d'Cannith suggested that the houses formally cement their alliance by creating a citadel—a center for research and study of both arcane magic and the potential of the dragonmarked. Though there were only ten dragonmarked houses at the time, the architect and artificer Alder d'Cannith convinced the committee to name the institute the Twelve, based on his belief that there were twelve true dragonmarks in addition to the shattered Mark of Death. Alder was a brilliant man whose works had played a critical role in the War of the Mark, and the members of the committee humored him—though few expected the remaining two marks to appear. (The remaining two marks, Warding and Finding, were not "discovered" until after the creation of the Kingdom of Galifar.)

In the beginning, the Twelve played a critical role in shaping the dragonmarked houses, but as the houses have grown in power and spread across the land, its influence has diminished. Nonetheless, the institute remains one of the premier centers for magical research in Khorvaire. By combining the skills and mystical talents of the different marks, the wizards and artificers of the Twelve have created remarkable items. It took the combined skills of House Orien, House Cannith, and House Kundarak to create the safe-deposit vaults that allow Kundarak customers to deposit goods at one bank and withdraw them across the continent. Airships, the lightning rail, even the warforged—these marvels could not have been accomplished without the spirit of cooperation and discovery found among the Twelve.

Should you rise high in the favor of a dragonmarked house, you might be able to call on the resources of the Twelve. This institute possesses impressive mystical workshops, vast arcane libraries, and the talents of some of the most gifted artificers and wizards in Khorvaire—all of which could prove quite useful to an adventurer.

In theory, the Twelve is a neutral foundation: a resource serving all houses equally. However, some speak of a secret cabal at the heart of the Twelve that seeks a return to the days when the institute shaped the future of Khorvaire. Such a group might hope to overturn the Korth Edicts and see the dragonmarked houses rival Khorvaire's nations in strength. Only the DM can decide if this secret society exists—and how much power it wields.

city of Korth at the height of his drive to unite the Five Nations, the would-be king swore to protect the houses, agreeing to a number of provisions that would ensure their continued economic strength. In return, the houses agreed to restrictions on their political power.

For a thousand years, the Korth Edicts prevented any member of a dragonmarked house from holding a grant of land and placed limits on the size of house enclaves and the armed forces garrisoned there. Special provisions were made for House Deneith, which retained the right to assemble military forces for mercenary service. The edicts further specified that no member of the aristocracy of Galifar could be bound to a member of a dragonmarked house in marriage without one of the two giving up all heritage and rights. Since the houses did not own land, the edicts dictated a system of rents to be paid to the crown in exchange for the territory the houses required for their needs.

The Last War

When the Kingdom of Galifar was shattered, every nation needed the services of the dragonmarked houses. House Cannith was called on to produce wands, magic siege engines, and mundane arms and armor, in addition to reinforcing walls and fortifications. Cyre made the most extensive use of House Deneith's services, but other rulers hired mercenaries for critical tasks. House Sivis played a vital role in the coordination of troops, while House Orien and House Lyrandar helped transport goods and soldiers. House Jorasco medics were in high demand. With the hounds of war baying and the dragonmarked houses ascending, the Korth Edicts were quietly set aside during the last war. Even now, many house enclaves maintain forces beyond those allowed by the edicts, and a number of houses have successfully claimed land and holdings of their own. One notable example is Stormhome in Aundair, which is for all intents and purposes a territory of House Lyrandar.

In the wake of the war, the status of the edicts remains uncertain. The Treaty of Thronehold called on the authority of the Korth Edicts when House Cannith was ordered to shut down the creation forges. Though Cannith acquiesced, the house was in chaos at the time, its leadership shattered on the Day of Mourning. Today, more and more dragonmarked nobles are holding to the opinion that the edicts were an agreement with the King of Galifar, not the rulers of the Five Nations. It remains to be seen whether the Thronehold nations can join together to enforce the terms of the edicts once more—or whether the growing economic and military power of the houses will allow them to dictate new terms to the nobility.

HOUSE ENCLAVES

In a small community, a dragonmarked house might be represented by a single business. A village might have a Jorasco healing house, a tiny Sivis message station, or a Gold Dragon Inn of House Ghallanda, all run by individuals. Large cities and metropolises have dozens of such house businesses, but they also have enclaves—the citadels of the dragonmarked houses.

A house enclave is a self-contained community where a member of a house can spend months without ever needing to leave. The center of the enclave includes production, training, and administration facilities, living quarters, and shops catering to the everyday needs of its inhabitants. This region of an enclave is reserved for the private business of the house, and strangers are allowed in only under special circumstances. As a result, wealthy heirs of the house often maintain secondary residences beyond an enclave for the purpose of entertaining. The center of an enclave is a private fortress. Depending on the house, security could be an internal affair. Alternatively, it might be undertaken by arrangement with House Deneith, House Medani, or House Kundarak.

The secondary ring of the enclave is where business occurs, and is the site of guild offices, shops, and other facilities. Customers, dragonmarked heirs, and guild members with no family connections all cross paths here. Though the everyday services of house and guild can be found across Khorvaire, a house's most expensive services are exclusive to its enclaves. Courier stations are common throughout Sharn, for example, but teleportation is available only at the Orien enclave in Dragon Towers. Part shopping center, part production facility, and part suburb, a house enclave is often the economic center of the community in which it is found.

HIERARCHY

Each house has its own distinctive traditions, some examined in detail in Chapter 1. However, most houses follow a similar leadership model. The ultimate authority within a house is the patriarch (or matriarch), who oversees the house's ruling council. The patriarch is appointed by a council of viceroys; term of office and the means by which an inept patriarch can be removed vary from house to house. Many patriarchs also take the title of Baron.

The patriarch is advised by a council whose members represent each of the nations in which the house operates. The members of this council are known as the lords seneschal. In addition to the regional lords, additional lords seneschal are appointed by a patriarch to act as his personal representatives. A seneschal can be dispatched to investigate a corrupt or ineffective viceroy, or to negotiate an especially critical agreement between houses or nations. Houses with multiple guilds often have an additional lord seneschal appointed to each one. These individuals serve as the ultimate guildmaster, coordinating reports from each region and advising the patriarch.

Viceroys (so named regardless of gender) are regional directors. A viceroy manages guild operations and house affairs in her assigned region. This office is bestowed by vote of the local council of viceroys, and while a viceroy can theoretically be stripped of her rank, the position is hereditary in most houses. Long-standing alliances ensure that viceroyalties remain under the dominion of particular branches of a family.

The next tier splits into two paths. Administrators who specifically oversee guild functions are known as masters, while those who manage the internal affairs of a house are ministers. Beneath these come the standard hirelings of the house, whose titles are simply descriptive. In House Ghallanda, the Viceroy of Sharn oversees all activities in the region, and the Master of Agriculture coordinates supplies and the purchase and distribution of foodstuffs, but each individual hostel is run by a house member with the lofty title of innkeeper.

In addition to these offices, any member of the house who has manifested a dragonmark (including player characters) is allowed the title of lord or lady. This title

does not grant any sort of privilege within the house, however: Lord Cantal might work in the mail room, while an exceptional administrator who never develops a dragonmark could work her way up to seize a viceroyalty.

THE GUILDS

The vast majority of the people who are employed by a dragonmarked house have no blood tie to the houses. Instead, they belong to one of the house guilds. These guilds are vast, sprawling entities that cover a wide range of occupations.

Why join a house guild? To begin with, each guild maintains a network of trade schools. The price of education includes a period of service to the house, along with a long-term tithe. Both vary based on the amount of gold the apprentice can bring to the table, but a house always looks for a long-term investment from its students.

Students of a guild school must sign contracts forbidding them from future competition with the business of the house. A would-be magewright can learn his craft at House Cannith's academy easily enough, but he must swear to serve the Fabricators Guild thereafter. Should he start an independent business that challenges the guild, House Cannith will bring the full weight of the law to bear.

Resources are a tangible benefit of joining a guild. An alchemist associated with the Fabricators Guild purchases exotic components and reagents directly from House Cannith, providing him with supplies that independent competitors might have a hard time acquiring. As such, guild merchants sell goods or services that independents simply cannot provide. The reputation of a guild is also a powerful tool. When people are paying 50 gp for a *potion of cure light wounds*, few of them will take a chance on any vendor not displaying a House Jorasco banner.

A guild merchant gets more business, but he must pay dues to the house along with a share of his profits. In addition, he must meet the standards of quality and behavior set forth by the house. Observers can appear at any time to audit a guild business, and members who fail to uphold the standards of the house can be penalized or stripped of guild status.

Guild Membership

Each of the three types of guild membership reflects a different connection to a dragonmarked house.

The most common type of guild businesses are those licensed by the guild but not bound to its structure. Licensees are trained by the guild and pledge to uphold its standards, but receive no regular direction from guild administrators. A licensed inn is named by the owner and has its own menu, but the Ghallanda seal on the door promises courteous behavior and fair prices. Likewise, a sea captain licensed by the Windwrights Guild is not bound by the routes or schedules of the guild. However, his ship must pass inspections, and he must uphold the honor code of House Lyrandar, in addition to paying the house a percentage of his profits. A licensed business can display the guild seal using black paint or ink.

Bound businesses are those funded by a guild in exchange for a greater share of profits and a controlling hand. Though a licensed Lyrandar captain owns his ship, a bound captain's ship belongs to the guild, and guild administrators dictate his routes. The Gold Dragon Inn is a popular bound business of Ghallanda's Hostelers Guild, and an innkeeper who runs one is expected to prepare the same menu as every other Gold Dragon Inn. Licensed businesses often have their own flavor, but a customer who goes to a bound business knows exactly what to expect. Bound businesses display the guild seal in silver, and the names of many bound businesses are as well known as the houses themselves.

Rarest among the guilds are the house arms: businesses directly managed by blood heirs of the house. House arms are not a separate type of business, but are themselves either licensed or bound. A Sivis scribe might choose to head up a bound house arm (for example, a notary's office operated according to terms set by the house) while a Tharashk inquisitive establishes his own licensed house arm (a private investigation service that can be run according to the character's whim). House arms are simply representative of a direct connection to a house's hierarchy that most licensed or bound businesses do not have. These businesses display the guild seal in gold, and often display the seal of the house as well.

Guild Standards

The *Player's Handbook* and *Dungeon Master's Guide* give flat rates for goods and services. A longsword always costs 15 gp, always deals the same amount of damage, and always has the same hardness. Why? Because each blade is crafted to standards set down by the guilds. When a Thrane fighter loses his sword in Sharn, he can go to a smith of the Fabricators Guild and purchase an identical blade with an identical balance. If he goes to an independent smith, he might find different sorts of weapons available, almost always higher-priced than guild standards—but not always better in quality.

The DM should feel free to raise prices by up to 20% for characters dealing with nonguild merchants. Guild merchants can undersell others because of volume of sales, access to a greater quantity of raw materials, and streamlined methods of production. Furthermore, goods purchased from independents might fail to meet guild standards—which is to say, be worth the values set forth in the *Player's Handbook* and *Dungeon Master's Guide*. A longsword purchased from an independent smith might have a reduced hardness. A potion advertised as *cure light wounds* might cure only 1d4 points of damage (if it is even magic at all). Many independents are skilled, honest folk, but without the guild assurance of quality, the buyer had best beware.

While this approach encourages PCs to patronize guild businesses, characters requiring exotic items will often need to seek out an independent. The point of exotic weapons is that they are rare and unusual. As such, they make a poor investment for a house business. A fighter looking for a spiked chain or a two-bladed sword won't find one on the wall of a guild smithy.

Guild Wars

House administrators seek to squelch competition between guild businesses. House Cannith has fixed the price of longswords at 15 gp across Khorvaire, and every licensed or bound smith is expected to hold to that price.

Though adventurers might encounter licensed artisans fighting economic duels in the shadows, a more common scenario is independents being pressured to join a guild. The houses seek to maintain a monopoly on their trades, and if a master artisan begins to draw significant business away from a guild, its house will take action. A guild representative might appear, extolling the benefits of membership. The merchant might become the victim of a campaign slandering his skills. The local guild viceroy might use his political influence to tangle the independent in red tape or strangle his access to supplies. If all else fails, an independent might find himself dealing with burglars, vandals, or even threats to his life.

Dragonmarked Characters: Heirs to Power

A fighter decides to take the Mark of Passage. What does this mean? What social obligations do the dragonmarked have, and what impact does a dragonmark have on the life of a player character?

To answer this question, dragonmarked characters need to define their roles within their house. To bear a dragonmark, characters must have a blood connection to a dragonmarked family, but this connection can take many forms.

THE EXCORIATE

The dragonmarked houses have their own laws, some older than Galifar. An heir who violates the laws of a house is made an excoriate: stripped of the house name and forbidden from drawing on house resources. In its original form, this punishment typically involved true excoriation, or the cutting away of the skin bearing the outcast's dragonmark. Despite a dragonmark's ability to reform in time, this process (especially for elite heirs with a greater dragonmark) was often intentionally lethal.

Today, an excoriate must simply surrender her signet ring, any other property that can be claimed as a gift of the house, and the name of both house and family. Her likeness is circulated through the major enclaves of the house. Heirs of her house are forbidden to provide her with aid or succor, and the other houses typically shun excoriates of any line. Excoriation is a rare punishment, but is often a fate worse than prison for a dragonmarked heir.

In the past, the dragonmarked were excoriated for mingling bloodlines with members of other houses. Today, such dalliances are no longer a crime, but relationships between house heirs remain a dark and unspoken taboo (see the Mixed Marks sidebar, page 156). Excoriation is reserved for serious acts of treason, or for those who violate the fundamental principles of a house and bring shame to its name. Excoriation can be decreed only by a council of viceroys, and only a patriarch can rescind it.

The excoriate is a strange role for a player character to choose from the start, since it closes many doors. At the same time, it does create a certain dark romance, especially if the punishment was undeserved. Alternatively, a scion or an agent of a house (see below) could become an excoriate through her actions over the course of a campaign. This is the dark underside of the power wielded by the dragonmarked houses, and it is up to the Dungeon Master to make an excoriate feel the pressure of living as an exile.

The following text translates the excoriate concept into the character flaw rules presented in *Unearthed Arcana.* Even for campaigns that do not use the flaw system, the description outlines the game effects that accompany excoriation.

Character Flaw: Excoriate

You have been expelled from the culture of your dragonmarked house.

Effect: Any dragonmarked member of your house who knows of your status has an unfriendly reaction toward you, as do most members of other dragonmarked houses. You are typically refused service in establishments owned by your house or its guilds.

Members of your house are forbidden from providing you with any sort of aid or support.

You cannot make use of the Favored in House feat, nor can you use the name of your house or family. Should you present yourself as a member of your house, you could be prosecuted for fraud.

Trade Secrets

The *Dungeon Master's Guide* provides rules by which any wizard or artificer can create a wondrous item that can reproduce the effect of a House Sivis *speaking stone*. Why hasn't the Arcane Congress created its own network of *orbs of sending* to compete with the Speakers Guild?

Eberron is a world in which arcane magic resembles technology. As with technology, innovations in magic take time. Furthermore, intrinsic to the setting is the idea that dragonshard focus items are more effective than other forms of magic items. The historical development of the *speaking stone* would thus have been much more straightforward than the creation of a similar wondrous item that anyone could use.

The DM is the ultimate arbiter of how easy or difficult it should be to create contemporary magic items that compete with the services of the guilds. For example, the Arcane Congress has been trying to perfect mass teleportation for centuries. If a player character wizard wants to crack that mystery, he might need to unearth a schema from Xen'drik, or acquire an especially rare material component in a manifest zone tied to Kythri. New magic items might also be difficult to reproduce, at least in the volume necessary to threaten a guild monopoly.

THE ORPHAN

The Korth Edicts prevent members of a dragonmarked house from holding land, noble title, or rank in a national military. Over the centuries, a number of dragonmarked heirs have chosen to give up their birthright to be freed from the edicts. During the Last War, a number of idealistic heirs left their houses to fight for one of the Five Nations. Others have married into noble families, whether for love or greed.

An orphan's relationship with the members of his house depends on the circumstances under which he left. An heir who breaks from one of the prominent branches of a family, throws away an important arranged marriage, or publicly denounces the traditions of his house will have bad blood to deal with. On the other hand, an heir might leave his house with the blessing of his family. The Korth Edicts have come under attack in recent years, and a house might see the advantage of seeding capable heirs in influential positions.

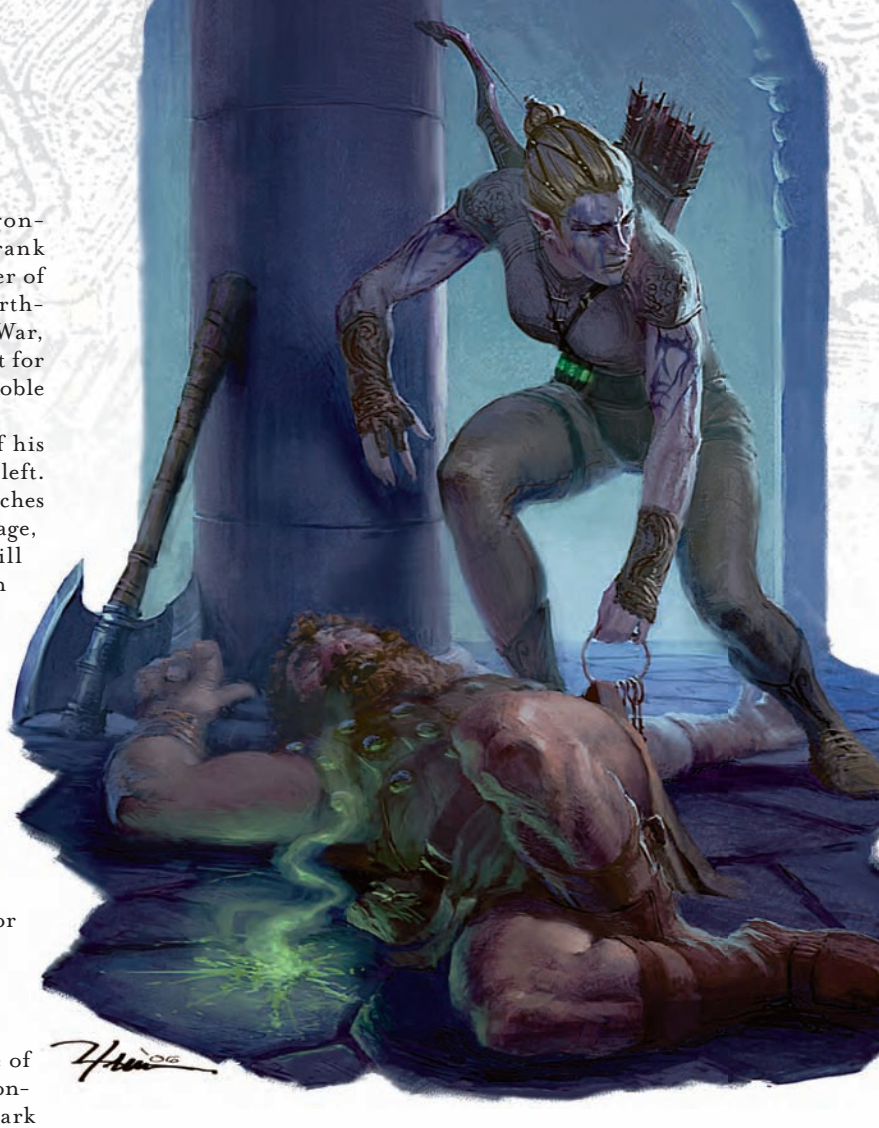
Being an orphan is a good choice for a player character who wants to have a dragonmark without the baggage of house membership. Depending on his backstory, an orphan could have a specific set of enemies within his house or might have had a perfectly amicable parting of the ways (even retaining use of the Favored in House feat). However, an orphan is restricted from using his family or house name. He might not be an outcast, but he has surrendered his birthright just the same.

THE FOUNDLING

Characters can develop dragonmarks only by virtue of blood ties to a dragonmarked house, and many dragonmarked discover their lineage only after the mark appears. Some are the descendants of excoriates, while others are the product of a doomed romance. Whatever their stories, these foundlings carry dragonmarks but have no connection to their houses.

All the dragonmarked houses seek to identify and recruit foundlings. A house might occasionally refuse to accept a foundling, typically in cases involving descendants of truly infamous excoriates. As a rule, though, the houses all want to expand their ranks. Foundlings can be treated as scions or agents (see below), depending on how closely they wish to work with their houses.

Some foundlings have no interest in working with the dragonmarked families. A foundling's desire for independence is typically respected, but those who gain a significant amount of notoriety often find themselves pressured to join their house. Foundlings who come to be seen as a threat to the house will discover how formidable an enemy family can be.



An agent of House Phiarlan infiltrates the hidden vaults beneath Korunda Gate

The path of the foundling is the obvious choice for a player character who decides to develop a dragonmark late in her adventuring career. All that is required is the appropriate dragonmarked race and a certain flexibility with the family tree. Foundlings are similar to orphans from a roleplaying perspective, but a foundling has no connection to a house: no allies, no enemies, and no intrinsic knowledge of house traditions. Opportunities to join the house provide an interesting option for future character development.

A foundling cannot use the house name unless she is formally inducted into her house. It would be unusual (though not impossible) for a foundling to gain the Favored in House feat without first joining the house.

The Aurum

The Aurum is a secret alliance of some of Khorvaire's wealthiest citizens—including a good number of the dragonmarked. The patriarchs of the dragonmarked houses do not dominate the Shadow Cabinet of the Aurum, and the actions of the organization do not always serve the interests of the houses. However, an ambitious viceroy or guildmaster might also be an Aurum Concordian, able to draw on the resources of this secret society in addition to the wealth of his house.

THE SCION

The scion is a member of a dragonmarked house who embraces his heritage but keeps his distance from the administration of the house. This is the most common background for dragonmarked adventurers. Orphans and excoriates are quite rare, but young heirs often wish to see the world before settling down in one of the house guilds. Some scions are carefree wanderers with no interest in politics and economics. Some are independents, seeking to establish their own personal businesses instead of joining one of the major bound house arms. Some have a deep interest in gaining power in their house, but believe that building powerful allies in the outside world is the best means to do so.

A dragonmarked scion bears the name of his house and, if he carries a dragonmark, can use the honorary title of lord. A scion can obtain room and board at any house enclave, though he is expected to put in a few hours of work in exchange. The scion does not have access to any special resources, but can usually find temporary work at a guild business.

The scion is a good choice for a character who wants the potential to be involved with a dragonmarked house without letting it dominate his life. A player of a scion character can control the degree to which the character's house affects the game. Scions are free to travel the world and indulge in whatever adventures strike their fancy; when they decide to settle down, the house will be waiting.

The drawback to being a scion is a lack of influence. A local enclave might help a scion find work, but the viceroy won't take her word as seriously as that of an agent of the house. A scion can earn the respect of her house through her actions and adventures, and will probably be encouraged to become an agent when she does so.

THE AGENT

Every dragonmarked house is involved in dozens of schemes and plots. Some of these are deep secrets that could threaten the existence of the house if exposed; others are practical quests designed to turn a profit. House Medani might infiltrate a group of anti-monarchist rebels in Breland. House Cannith is always working to recover lost treasures from its holdings in the Mournland, or to uncover ancient secrets from Xen'drik. The assassins of House Phiarlan and House Thuranni spar with one another in the shadows. Assignments such as these are the work of house agents: adventurers who dedicate their lives to expanding the power and influence of their dragonmarked families.

The choice to play an agent has a significant impact on a campaign, and should be made only with the approval of the Dungeon Master. An agent can be called into the service of her house at any time, but how this servitude affects the rest of the party is an important question.

The simplest solution is for an entire party to embrace the agent's path. Whether adventurers have blood ties to the house or not, they can choose to serve as elite troubleshooters, going wherever the patriarch sends them. If the party includes characters with different dragonmarks, they could represent an alliance between their respective houses, possibly on the cutting edge of espionage or exploration.

Another approach is for a dragonmarked character to be a secret agent: an independent operative whose actions cannot be traced back to her house. She might assume the role of an orphan or excoriate, even as she takes her orders from house superiors. The question is whether her companions are aware of her loyalties—or whether subterfuge will be required to convince her friends to follow her.

A house agent and her companions can always find free room and board at any house enclave. At the DM's discretion, a trusted agent might be paid a regular salary by her house, or receive information, transportation, and supplies as necessary to complete an assignment. Likewise, house officers might provide an agent with magic weapons or other items—but will expect them back at the conclusion of the mission.

An agent in good standing should receive a +2 bonus on all favor checks made with the Favored in House feat. A favored agent has considerable leeway when it comes to requesting special equipment or services, though this still counts toward regular use of the feat.

Being an agent has both advantages and drawbacks. An agent cannot choose her assignments, and refusing to follow the orders of superiors within the house can result in reprimand, excoriation, or (depending on what secrets the PC knows) a contract on her life. An agent will acquire powerful enemies through her work, whether the agents of other houses, groups

A scion of House Orien

such as the King's Citadel of Breland and the Royal Eyes of Aundair, or the hidden hands of the Dreaming Dark or the Lords of Dust. It is a dangerous life, and one that shapes the tone of a campaign. Both DM and player should be certain before a character chooses this path.

Favored in House

The *Eberron Campaign Setting* introduced the Favored in House feat, allowing a character to call in favors from other members of his dragonmarked house. What does it mean to be favored, though? Characters can ask for special treatment, but do others recognize their status even when they don't ask? What are the limits of the feat? Can it be taken away?

Whenever a character takes the Favored in House feat, especially in the middle of an ongoing campaign, an explanation is required. If a character has been a constant embarrassment to his house, opinions won't suddenly change because he went up a level and gained a new feat slot. This is an unspoken prerequisite of the feat: It needs to be justified, and a DM is free to refuse the request.

The roots of your character's favored status have an impact on the way NPCs react, and might affect the types of favors he can obtain.

Service to the House: You earned your favor through devoted service to your family. This status is appropriate for a character who acquires the Favored in House feat over the course of a campaign, especially for an agent of the house. Your relatives appreciate and respect your work and bend the rules to help you out. Your strongest contacts are in the upper echelons of your house: the viceroys and ministers who are aware of your deeds.

Family Influence: You come from a particularly powerful branch of the dragonmarked family tree. Your ancestors were viceroys and patriarchs, and people respect your status. You might sometimes frame your requests as threats ("Help an old family friend out . . . or else.") Of course, repeated abuse of your influence could lead to parental intervention.

The Gadabout: People like you. Since adolescence, you have drifted from enclave to enclave and party to party, making friends wherever you go. This approach is appropriate for characters with a high Charisma, especially bards, sorcerers, or rogues, but even the dour fighter might have been the life of the party in his impetuous youth. Gadabouts have their strongest connections among the lower ranks of a house, though you might have known a viceroy or minister when she was young and irresponsible herself. Base your requests on your shared experiences ("I covered for you when you broke that entire shelf of healing potions, and this is the thanks I get?")

If you have levels in the dragonmark heir prestige class, your house status likely reflects this chosen path. However, even if your reputation is widespread throughout the house, is it as a dedicated servant, a charming courtier, or a spoiled brat?

Use of the Favored in House feat is not mind control, and each request for favor should be carefully thought out. Are you calling on old friendship? Demanding compensation for past services? Threatening a contact with family reprisals? If you come up with an excellent story, the DM might decide to give you a bonus on your check. On the other hand, the Dungeon Master is always the final arbiter of what favors are available, and can dismiss a favor out of hand no matter how good your check result.

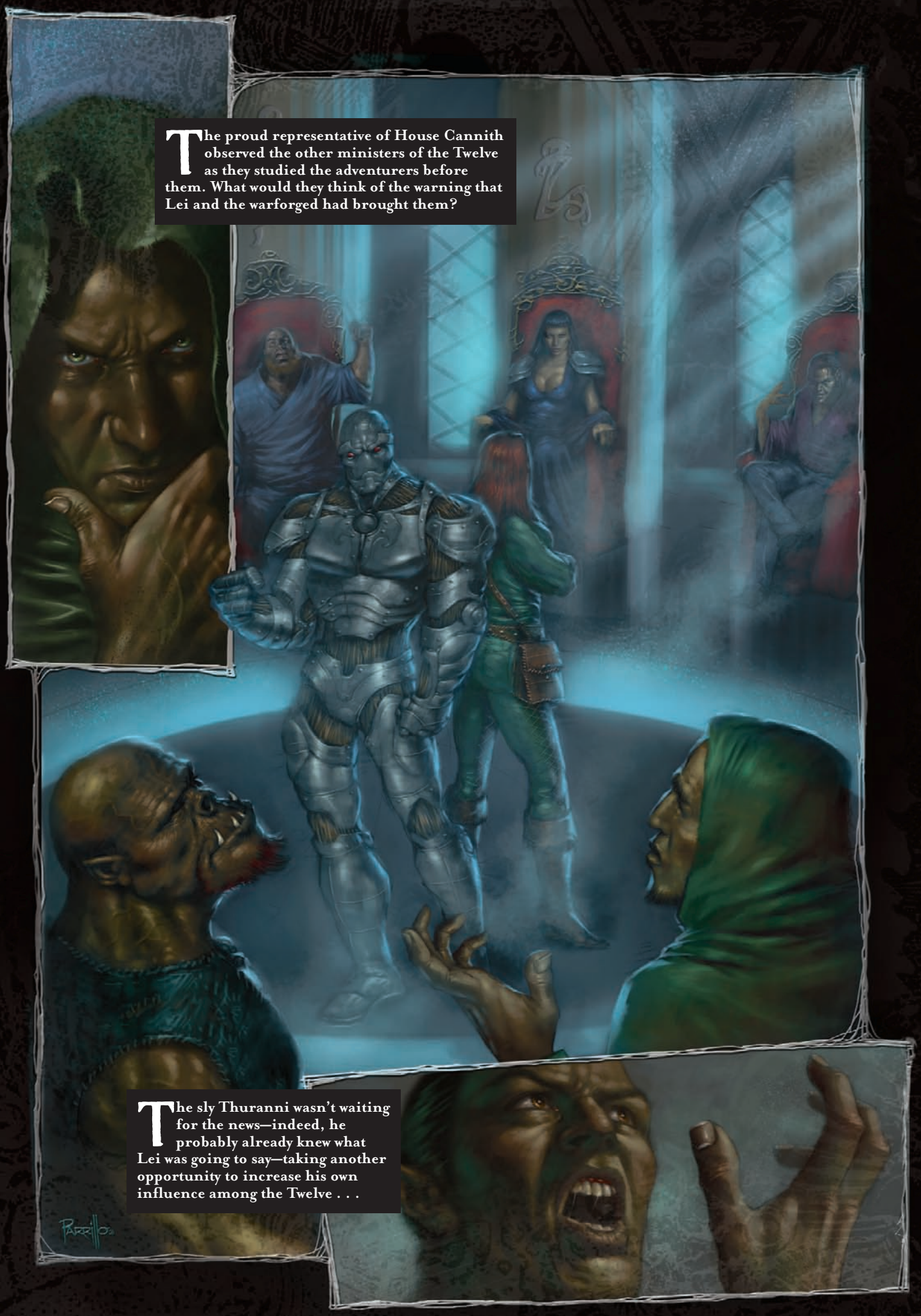
Favored in House is a privilege. As such, it can be stripped away. An excoriate might find himself unable to seek any favors whatsoever from his former house, while an adventurer whose actions have tarnished the reputation of her house might find the viceroys refusing to speak to her but the rank and file still sympathetic to her needs. Characters who redeem themselves in the eyes of the house might be able to regain their favored status, but Favored in House is ultimately a tool of the DM. It represents the influence you wield within your house, but the characters you seek to impress with that influence remain under the Dungeon Master's control.

The feat description (*ECS* 53) provides general guidelines for what you can do with Favored in House. However, the ease or difficulty of a favor varies according to the house you are dealing with. Asking a member of House Jorasco for free passage on the lightning rail is as difficult a proposition as convincing the viceroy of an Orien enclave to arrange a resurrection. The descriptions of each house in Chapter 1 include tables providing ideas and guidelines for appropriate favors and the difficulty of the request. Characters seeking favors from their house should be aware that those granting such favors often ask favors in return. In particular, any successful favor check with a DC of 20 or higher requires that the character asking the favor perform some service for the house (before or after the favor is granted, at the DM's discretion).

Signs and Portents

How does a house agent receive her assignments, especially an agent trying to hide her true loyalties from her adventuring companions?

- A highly placed agent might be given a permanent Rary's telepathic bond with a superior, allowing instant communication across any distance. This is an expensive investment, and only proven agents receive such gifts.
- Some agents are given keys to a Kundarak safe-deposit vault, which can be accessed at any major Kundarak bank (ECS 234). Instructions and equipment are periodically deposited in the vault.
- Agents check designated Sivis message stations whenever they arrive in the major cities of Khorvaire. Seemingly innocuous messages from friends or relatives hold coded instructions.
- In emergencies, a house superior might plant a coded message in a story in one of the major chronicles.
- Illusory script and secret page are often used to deliver high-security messages to an agent in the field.


The proud representative of House Cannith observed the other ministers of the Twelve as they studied the adventurers before them. What would they think of the warning that Lei and the warforged had brought them?
The sly Thuranni wasn't waiting for the news—indeed, he probably already knew what Lei was going to say—taking another opportunity to increase his own influence among the Twelve . . .
PARRILLO

CHAPTER ONE

The Houses

Those born and raised in the great dragonmarked houses of Eberron feel a sense of belonging. Their place in the world is secure, as is the influence wielded by their house and family. For more than a thousand years, the dragonmarked houses have stood at the forefront of commerce, magical innovation, and culture across Khorvaire.

Inspired by the power of the dragonmark that manifests in its bloodline, each house wields great influence in Khorvairian life. Now, with the Last War a memory and the future beckoning, the dragonmarked houses stand ready for even greater accomplishments.

House Cannith

"It is as though the world dare not draw breath for fear that delicate balance should shift and fall, and a new Day of Mourning be upon us."

—Jarlen d'Cannith,
House Cannith Chronicler and Lord Seneschal

From a few bands of roving artisans and tinkers, House Cannith has risen to dominate commerce and industry in Khorvaire. For every advance made in magic, odds are good that Cannith had a hand in it—from *everbright lanterns* to the lightning rail, from the warforged to the secret experiments now lost deep within the wastes of the Mournland.

With its power and creative genius, the house commands both respect and fear. Despite its accomplishments, however, Cannith stands in turmoil. Unable to agree on a new ruler in the aftermath of the Day of Mourning, the house splintered into three factions, each with its own agenda. This rift has caused unease among the houses and beyond, giving monarchs and entrepreneurs pause even as they cautiously back one of three would-be leaders.

Makers of History

Since its incorporation prior to the War of the Mark, House Cannith has been a leader among the dragonmarked houses. It pioneered the marriage of magic to the needs of daily life, and members of the house are the foremost experts on the use of dragonshards. Along with the gnomes of Zilargo, the house created the elemental ships that cross the seas. In partnership with House Orien, it forged the lightning rail that once spanned Khorvaire.

Cannith's most indelible mark on history was made in 965 YK with the creation of the warforged. The mastermind behind the warforged was Merrix d'Cannith, who set out to create a sentient construct that could fight in place of living creatures. First commissioned by King Jarot, the last king of Galifar, the warforged instead went to battle on behalf of his children during the Last War.

Merrix's son Aarren gave sentience to these living constructs. For thirty years, the sale of warforged kept Cannith prosperous, with each of the Five Nations commissioning troops from Whitehearth, Cannith's ancestral forgehold. The house seemed destined to prosper as the Last War dragged on. Then came the Day of Mourning.

Paradise Lost

On the Day of Mourning, a blast of arcane power obliterated Cyre, leaving empty wasteland. Most Cyrans perished that day, including the patriarch of House Cannith: Baron Starrin d'Cannith, known as "the Gorgon" for both his intimidating manner and the symbol of his house.

What caused the Day of Mourning, none can say. It seems that of the cities of Cyre, Eston suffered the greatest damage. Whitehearth's destruction claimed the life of not only the baron, but also many of the house's prominent leaders and dragonmarked heirs.

Almost as great as the loss in blood was the loss of the forgehold itself. Whitehearth had been the center of Cannith ingenuity and invention for centuries. Only projects concurrently researched in Sharn by Merrix d'Cannith, grandson of the first Merrix, survived. Whitehearth is never far from the minds of House Cannith's leaders, with Merrix in particular striving for its recovery. Increasingly, though, the cost associated with that recovery effort has exacerbated the rift within the house. Some seek to resurrect Whitehearth one day; others wish to turn their backs on the tomb of the past and focus instead on the future.

The Treaty of Thronehold

Two years after the loss of Cyre, the Treaty of Thronehold was signed, putting an end to both the war and the nation of Galifar. No one profits during war like a weaponsmith, and no one suffers as much from war's end.

For House Cannith, the treaty brought more than the end of a profitable market: The signatory nations recognized the warforged as a free people, due the same rights as other sentient races. The treaty also forbade Cannith from creating more warforged, ensuring that the house's crowning achievement would be remembered as little more than a bloody postscript to past glory.

Having no choice but to agree to the treaty's terms, the heads of the fractured house returned to their respective homes, plotting in silence while they went through the

A House Cannith workshop in Metrol, before the Day of Mourning HL

motions of retooling House Cannith for peace. Merrix, however, never intended to let his grandfather's legacy pass away. His stronghold in Sharn holds a secret creation forge, known only to the sworn heirs of his line.

Today, those who gain entry to the Sharn forgehold see significantly newer warforged. Unaware of their rights as sentient beings, these warforged serve the artificers, who seek the next evolution of design. This secret rebellion leads Cannith along a dangerous path. Should Merrix's deception be discovered, Breland and the other nations will have to enforce the treaty—even if it means striking the blow that shatters House Cannith for all time.

The Three-Headed Gorgon

When Starrin d'Cannith died, he left no direct heir or immediate relations, but it did not take long for claimants to the house leadership to appear. Typically, upon the death of the patriarch, the title goes to either his closest living relative or his named successor. Starrin's named successor was his only son Norran, who died with his father in Cyre and left no children of his own.

When succession becomes murky, the elders of the house interpret the will of the former patriarch and choose a successor. However, with the ranks of the house leadership decimated, no effective or fair vote could be held. Cannith was paralyzed, with three heirs emerging to claim leadership: Merrix d'Cannith, Jorlanna d'Cannith, and Zorlan d'Cannith. Though each had a valid claim to the patriarch's seat, a more problematic set of candidates would be hard to find.

Merrix (LE male human artificer 9/dragonmark heir 3) is the grandson of the first Merrix, the son of Aarren d'Cannith, and the former patriarch's grandnephew. The youngest candidate, he was little more than a baby when the warforged were invented. His age and lack of political expertise give him the weakest claim, but his inheritance of Merrix's legendary skills in research and innovation forces his relatives to take him seriously. He wishes only to pursue his secret experiments in peace, but knowing Jorlanna and Zorlan, he is convinced that a firm hand will be required to keep House Cannith on course—not necessarily his hand, but one of his choosing.

Jorlanna d'Cannith (LN female human wizard 8) is a proud, attractive woman in her fifties. She is far closer to the age of a proper matriarch than Merrix. Her claim is stronger too, as the daughter of Starrin's second wife, Elsabet. Regardless, Jorlanna is considered least likely to attain the title. She has a strong vision for a united house, allies among the Twelve, and the personal magnetism to lead, but the Cannith elders distrust her judgment. In her youth, Jorlanna engaged in a scandalous romance with an heir of House Deneith. Both families put a stop to it once they became aware of the relationship, and the lovers disappeared from public view for over a year. It was rumored that Jorlanna bore a child during her time away—product of a coupling forbidden after the War of the Mark. However, when she finally resumed public life, she did so alone. Today, whispered rumors of her indiscretion haunt her, and critics use them as proof of her lack of judgment where the good of the house is concerned.

Zorlan d'Cannith (NE male human artificer 3/sorcerer 4/dragonmark heir 1) is a distinguished, shrewd scion of the house. His talent with finance and eye for profit made him a trusted advisor to the Gorgon, whose cousin, Xerith, was Zorlan's mother. Zorlan's gifts are countered by a cold, cruel personality that unnerves many within the house. His time in Karrnath is rumored to have drawn him into the customs of that land, including worship of the Blood of Vol. Some fear that Zorlan's ambition could lead him to make pacts with dishonorable groups.

Merrix, Jorlanna, and Zorlan are each determined to become the next leader of House Cannith. Between them, they have divided the lords seneschal so evenly that a new patriarch will likely never be chosen. As it stands, the divided leadership makes it increasingly likely that only death or disaster will change the balance of power.

CANNITH SOUTH

Under Merrix d'Cannith, Cannith South is considered by many to be the closest replacement for Whitehearth the house will ever see. With his enclave concealing the last Cannith creation forge, Merrix rules his house's southern interests (including expeditions to Xen'drik and the Mournland) with an iron fist.

Cannit h South workshops and enclaves dot Breland, Zilargo, and even Darguun, making Merrix the most expansion-minded leader House Cannith has seen in an age. Some say he plans to open facilities in Xen'drik to support his expeditions and interests there. Though Cannith South denies these plans, house members regard such moves as all but certain. Merrix has already secured holdings to expand the enclave in Stormreach. Only Merrix himself knows that he plans not just a workshop, but a second Cannith creation forge—outside Khorvaire, where the Treaty of Thronehold has no sway.

The heirs of Cannith South are driven to achieve—advancement is dependent on how closely one's ideals and ambitions match those of Merrix. Worship of the Traveler in his artificer aspect has taken a slow hold among the members of Cannith South. This affiliation with one of the Dark Six troubles members of Cannith West in particular, but Merrix shows no sign of sharing their concern.

CANNITH WEST

The relationship between Aundair and Cyre was close during the Last War. When Jorlanna d'Cannith was sent away in disgrace, she went to Aundair, living there in seclusion for a year. Even after her exile ended, she soon returned to hone her diplomatic talents. Jorlanna negotiated house access to the Eldeen Reaches through the Wardens of the Wood, allowing Cannith sages to study ruins and magical locales under the druids' supervision.

Members of Cannith West are expected to be socially adept. In Aundair, they engage in scholarly pursuits, especially those connected to magical sites in western Khorvaire. They have more contact with other dragonmarked houses and local nobility than other Cannith branches do. Jorlanna plans to rebuild the goodwill of the Five Nations toward the house and make a greater investment in the Twelve, with hopes of seeing it regain its power. Since the Twelve is headquartered in Korth, it vexes Zorlan that Jorlanna's status within the organization exceeds his.

Merrix d'Cannith admires his holdings while coveting those of his rivals within the house

Both Zorlan and Merrix remain unaware that Jorlanna's romantic indiscretions are not entirely behind her. For a year now, Jorlanna has been clandestinely involved with a young scion of House Orien—never realizing that her lover is actually a rakshasa agent of the Lords of Dust. The fiend's immediate goal is to fracture House Cannith permanently, and he manipulates Jorlanna to that end.

Baron Jorlanna d'Cannith of Fairhaven

CANNITH EAST

Though Zorlan grew up in Cyre, he traveled to Karrnath as a house emissary along with the first warforged ordered by that nation. He took up residence there, advising Kaius II and strengthening his house's influence. He used profitable arrangements with the Mror Holds and the Lhazaar Principalities to fill his coffers and make himself an advisor to the Gorgon.

Where Cannith once had only an outpost in Karrnath, Zorlan's leadership has seen the house's wealth and prestige there grow. Before the Day of Mourning, many Cannith heirs were sent to Karrnath to study administration and diplomacy, and to receive martial instruction from Rekkenmark Academy. This training ended with the fracture of the Cannith leadership, but many heirs still proudly recall their "Karrnath years."

Though the steady stream of warforged into Karrnath has ceased, Cannith East still has expertise in siege warfare, and house members serve as advisors to Karrn generals.

The Karrnathi culture has left its mark on Cannith East. Members take a callous view of mortality, viewing the undead as little more than the necromantic equivalent of warforged. Though invention is Cannith East's strength, clandestine research at its enclave seeks to create a new form of construct undead, animated with eldritch power and a bound, ghostly intelligence.

Living among the Karrns has led many of Cannith to worship the Blood of Vol. Though Cannith would never openly declare allegiance to any other power group, nearly half the members of the Karrnathi enclave are said to follow that faith. Zorlan is a devout member, even aspiring to a position in the cult's lay clergy and personally conducting services for house members on special occasions.

Baron Zorlan d'Cannith of Korth

House Cannith as an Organization

"We alone have created a new form of life—and that will be the least of our achievements."

—Aarren d'Cannith

House Cannith is a dragonmarked house of humans who carry the Mark of Making in their bloodlines. It is among the leaders of the dragonmarked houses, and the greatest artifice of modern Khorvaire is of Cannith design.

JOINING HOUSE CANNITH

Membership in House Cannith is primarily by blood, though more than a few members have entered through marriage. Hirelings receive benefits, such as equipment, and recognition, but are little more than servants as far as Cannith is concerned. A rare few associates might be recognized as honorary members after long service, or even given the opportunity to marry into the family. Warforged are never recognized as members of the house.

In House Cannith, artificers, sorcerers, and wizards are common, given the house's focus on magical creation. Members unskilled in arcane magic find it difficult to rise within the ranks. Characters who are members of House Cannith must choose Cannith South, West, or East.

ENTRY REQUIREMENTS

Race: Human.

Special: Must be related to a member of House Cannith by blood or marriage.

House Cannith relies on magical research and invention to remain prosperous, and arcanists are the house's lifeblood. Wizards research new ideas and evaluate magic from outside the house, from ancient relics to the latest spells. Artificers transform that study into physical reality, and they control the use of the Cannith-created items. Sorcerers represent the house in the wider world, undertaking expeditions, guarding inventions, and retrieving (or eliminating) relics and people as necessary.

HOUSE CANNITH BENEFITS

Given Cannith's position as an affluent and influential house, its members have access to a wide range of benefits. However, the aftermath of the Day of Mourning has left the house divided in resources as well as loyalties.

Economics: House Cannith covets magic items, especially those of Cyre and Xen'drik. Members who find such items are strongly encouraged to bring them to the house, which then researches them or loans them to those on house assignments. Items are evaluated, and the member who found them is paid 65% of the estimated worth. In addition, Cannith South will subsidize up to

one-half the total cost of house expeditions to Xen'drik or Cyre, as long as such expeditions leave from Sharn and include at least one Cannith South member.

Gear: Members of House Cannith are always well outfitted—anything less would be an affront to the house's pride. Those on Cannith business are fully outfitted with mundane equipment, and those on personal business pay only 25% of the standard cost for mundane gear.

Information: Members can have magic items identified for 50% of the normal cost and get access to maps and reports from Cannith explorers in Cyre and Xen'drik.

Access: Only members of the house and their associates have access to the house's forges and workshops.

Favored in House Benefits

Though all members of House Cannith have a level of privilege, the split in the house has led to ill will between competing factions. Requests from members of Cannith East might be ignored by Cannith South unless the southern faction feels generous or will profit in some way. A party from Cannith West can ask for a warforged bodyguard from Cannith South, but have less chance of receiving them than a party affiliated with Merrix.

The following table indicates the types of favors a Cannith character with the Favored in House feat might request. In addition to general favors, each arm of the house can provide special favors, mainly to its members.

FAVORED IN HOUSE CANNITH

DC[1]	Benefit
10	One free use of the least Mark of Making; a loan of 100 gp at 10% per month[3]
15	One free use of the lesser Mark of Making
20	One free use of the greater Mark of Making; free use of a 3rd-level member of the Fabricators Guild or Tinkers Guild (least dragonmark) for 1 week
25	Free use of a 5th-level member of the Fabricators Guild or Tinkers Guild (lesser dragonmark) for 1 week

Cannith South Additional Benefits[2]

DC[1]	Benefit
10	Free passage with a house expedition to Xen'drik for four characters
15	A gift of a wand with base value 2,500 gp with 10 charges left (500 gp value)
20	Use of a warforged bodyguard (fighter 4) for 1 week
25	Free use of a nonexpendable medium wondrous item for 1 week

Cannith West Additional Benefits[2]

DC[1]	Benefit
15	Access to the Twelve's magic library for 1 day
20	An introduction to a noble from Aundair or Thrane
25	Use of a sorcerer of the Twelve (sorcerer 5) for 1 week

Cannith East Additional Benefits[2]

DC[1]	Benefit
15	Training at the Rekkenmark Academy for 1 week[4]
20	Use of 1d4 Rekkenmark cadets (fighter 3) for 1 week
25	Free use of 1d4 Karrnathi zombie soldiers for 1 week

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 If the character requesting a favor is from a different branch of the house, increase the DC by 5.
3 A character can have no more than one loan at a time.
4 Individual benefit to be determined by the DM. See *Five Nations* for more information on Rekkenmark Academy.

PLAYING A MEMBER OF HOUSE CANNITH

You are a proud member of the leader of all dragonmarked houses and the creator of the wonders of modern Khorvaire. Your social standing is exceeded only by that of the nobles of the realm—and not always by them. You owe no allegiance to anyone outside the house, and it took all Five Nations together to put a leash on the Gorgon, the symbol of your line. Some might call you arrogant, but arrogance and self-assurance are often confused by the envious.

The wonders of Cannith are known throughout the world, and you feel responsible for continuing that legacy. Whether you have a dragonmark or not, you are expected to contribute to the success of your house through invention, scholarship, business, or diplomacy. Even more is expected of the dragonmarked heirs of Cannith, who serve apprenticeships in the guilds during their training, then move up into house business as their talents are honed.

However, beneath your pride lurks a lingering concern. No matter where your loyalty lies, you know a house divided against itself inevitably falls, and you cannot help but feel bitterness toward those who follow these pretenders to the seat of the Gorgon. When your chosen leader takes command of the house, supporters of the would-be usurpers will be dealt with. Until then, it is up to your side to keep Cannith's glory from degenerating further.

Combat

Members of House Cannith never shy away from combat, though they are seldom found in the thick of it. You use every tool at your disposal to ensure victory, including spells, magic items, and construct mercenaries. As a member of the house, you always have the best gear, focusing on protective or damage-dealing magic items. When Cannith goes to battle, there is no such thing as overkill.

Advancement

In House Cannith, magic is an integral part of your surroundings. Magical training is available and strongly encouraged, but should you prove incapable of mastering the arcane arts, you will be tutored by clan elders in business, administration, and diplomacy. A career in combat or divine magic requires a strong will and demonstrable aptitude, but once you gain permission, the house will arrange training with the best tutors money can buy. For a Cannith, to do anything but excel is unacceptable.

You know that continued innovation is the fortune and lifeblood of your house. Power is the ultimate goal, and any steps needed to attain it are acceptable. This is not to say that you personally embrace an ethos of immorality, but there can be no doubt that your house does. You are wise enough to pick your battles—whether physical or social—with care. Once committed, you accept nothing less than complete victory, no matter what it takes.

Missions

The missions House Cannith assigns depend on your faction. In Cannith South, you might explore the Mournland or Xen'drik. Alternatively, you might travel on diplomatic missions to Cannith East or West, playing one against the other. You could be appointed an emissary to Morgrave University, examining new finds. You might even report to Merrix with any information you gain—or the items themselves, if possible.

As a member of Cannith West, you might accompany agents of the Twelve on expeditions as far away as Argonnessen or Sarlona, representing your house. You might research ancient druid ruins in the Eldeen Reaches. You could be sent to a gala to enlighten an important noble on a matter that concerns your house. You might even find yourself engaged in espionage under cover of guild membership, traveling across Khorvaire in support of Jorlanna d'Cannith's ambition to rule—or inadvertently serving the Lords of Dust as they manipulate that ambition.

For Cannith East, you might find yourself loaned to Karrnath in pursuit of Emerald Claw agents, meeting with Lhazaarite princes to discuss business endeavors, joining the dwarf lords of the Mror Holds to stave off an incursion from Khyber, or leading a unit of undead and constructs on a clandestine mission for the Karrnathi crown

HOUSE CANNITH IN THE WORLD

"Jaxon d'Cannith . . . I remember him well. We were overrun by ghouls, and without a blink, he cast spells and left two guards standin' like statues, right in the path. Gave us time to run, but I can still hear the screams."

—Guard Brennan Ensfield, Sharn Watch

Wherever magical power can be gained, House Cannith is nearby. Not content to let the Twelve do their work for them, the scions of the house claim any resource that might help them regain their former glory or exceed their previous achievements—as quietly as possible, of course. Though the house is not wholly evil, many within Cannith can hardly be called souls of truth and righteousness. As a base of operations for the PCs, a bastion against truly dark forces in the world, or an evil empire, House Cannith can be a powerful force in any campaign.

The last patriarch, Starrin d'Cannith, left a lasting imprint on his house. Though Merrix and Aarren created the warforged, Starrin engaged the warring sibling kings of the Five Nations, persuading them both of Cannith's neutrality and of the warforged's usefulness in battle. His death was a blow from which the house has yet to recover.

Instead of a single patriarch, Cannith currently has three descendants claiming the title of baron, each managing a portion of the house's concerns. Though a council of lords seneschal would typically reign over the viceroys, Merrix, Jorlanna, and Zorlan's nominal status as the heirs to the seat of the Gorgon effectively makes them a triumvirate, over which the lords seneschal have little control.

Promotion within the house is judged by one's contributions to Cannith's continued growth and well-being. Members must strive if they wish to become more powerful within the hierarchy. Those who succeed are either brilliant at invention, uncannily aware of others' motives, or both. House members with no taste for politics succeed by lending their support to those so inclined.

NPC Reactions

House Cannith's position as the nominal leader of the dragonmarked houses goes largely unchallenged. Cannith and Deneith work well together, and individuals from House Deneith and the Twelve have an initial reaction of

Guilds in House Cannith

The roots of House Cannith are in its guilds, the historical face of the house and the most common Cannith presence outside its enclaves. The bulk of house business actually goes on outside the guilds, which are seen by house members as only training grounds or career footnotes.

Fabricators Guild

The Fabricators Guild is a mercantile branch of House Cannith, well known as a training ground for arcane spellcasters and dragonmarked heirs. Outside the house, the Fabricators Guild has a reputation for fine, reliable goods. Guild shops offer a complete range of mundane equipment, and some accept commissions for unusual nonmagical items. Though most guild members keep to cities, some heirs are commissioned to travel with caravans and ships, to create or repair equipment.

FABRICATORS GUILD

Associated Classes: Artificer, expert, magewright, wizard.

Associated Skills: Appraise, Craft, Diplomacy, Gather Information, Knowledge (local).

Tinkers Guild

The Tinkers Guild is a mercantile branch of House Cannith, and hearkens back to the origins of the house. Cannith was born from groups of human tinkers that moved from town to town, repairing broken items or making new ones to sell. The guild has a virtual monopoly on the repair of mundane objects, primarily by members with the least or lesser Marks of Making. Most Dragonmarked heirs of Cannith serve at least two years in the guild, acting as the public face of the house in Khorvaire. Those dragonmarked who decide that rank and power are not for them sometimes remain in the guild, balancing a lack of respect from others in the house with a life of relative freedom.

TINKERS GUILD

Associated Classes: Expert, fighter, rogue, warrior.

Associated Skills: Appraise, Diplomacy, Craft, Knowledge (local), Profession (tinker).

friendly to Cannith members. Members of the other dragonmarked houses have an initial reaction of indifferent. Notable exceptions include members of Tharashk and Vadalis, both of whom dislike Cannith's questionable morals and power-hungry ways. Members of those two houses often have an initial attitude of unfriendly.

HOUSE CANNITH LORE

Characters with ranks in Knowledge (arcana) or Knowledge (nobility and royalty) can research House Cannith to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Cannith is the power behind the Tinkers Guild and Fabricators Guild. It can be found across the land, and dominate the craft industry.

DC 15: Some members of House Cannith have the Mark of Making, and can create or repair using magic.

DC 20: House Cannith created the warforged and sold them to many nations. The Treaty of Thronehold gave the warforged the same rights as other individuals and forbade Cannith from creating more.

DC 30: Characters who achieve this level of success can learn important details about House Cannith in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE CANNITH'S HOLDINGS

Though Cannith lost Whitehearth, Merrix d'Cannith's enclave in Sharn has taken over the house's creative work. The Sharn enclave is the practical headquarters for the business of the house, but those with political or investment interests more often approach Jorlanna or Zorlan.

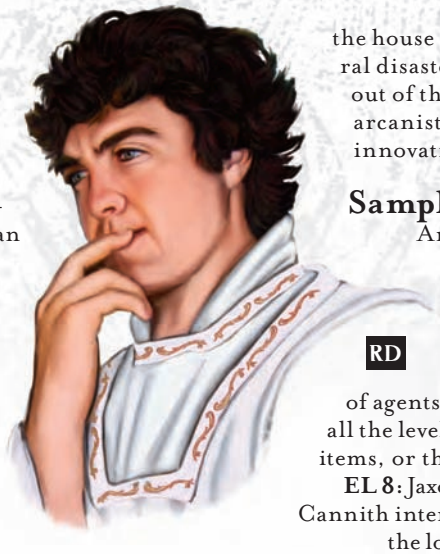
Many look to Sharn for new wonders, but Cannith is not limited to one facility. The house has holdings across the continent, and beyond. Though Sharn has the only current forgehold, Cannith estates are found in Fairhaven, Flamekeep, Korth, Throneport, and Trolanport, with small outposts at Regalport and Varna. Abroad, the house has holdings in Pylas Talaear on Aerenal and in Stormreach on Xen'drik. The Tinkers Guild and Fabricators Guild are found in every major city in the Five Nations, and in larger centers in the lands beyond.

MEMBERS OF HOUSE CANNITH IN THE GAME

Any campaign involving the Mournland, Sharn, Xen'drik, Aundair, or Karrnath can naturally include Cannith as an ally or enemy. Cannith NPCs are proud, often bordering on arrogant. They are also practical, looking at situations—and people—from a standpoint of profit and loss.

Adaptation

House Cannith can remain central to almost any campaign. Without the warforged, Cannith could still be a former weapons supplier, now handicapped by the Treaty of Thronehold. The Day of Mourning and the devastation the house suffered could be replaced by a natural disaster. A DM can even take dragonmarks out of the picture, leaving an organization of arcanists and artificers converting magical innovation into wealth and power.



Jaxon d'Cannith, sorcerer extraordinaire

Sample Encounter

An easy way for characters to compete with House Cannith is over relics from Cyre or Xen'drik. Any new acquisition from Xen'drik interests Merrix, especially warforged schemas. House Cannith has a cadre of agents patrolling not just the university but all the levels of Sharn, looking for information, items, or threats to Cannith security.

EL 8: Jaxon d'Cannith is charged with protecting Cannith interests. He often serves as an escort into the lower levels of Sharn, using his spells to ensure the safety of house members. He is escorting a pair of house dignitaries when they are ambushed by three members of a local gang (4th-level changeling rogues). The conflict draws the attention of those passing by, including the PCs.

JAXON D'CANNITH **CR 6**

Male human sorcerer 6
LN Medium humanoid
Init +6; **Senses** Listen +0, Spot +0
Languages Common, Gnome

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 natural)
hp 25 (6 HD)
Resist *ring of counterspells* (*hold person*)
Fort +3, **Ref** +4, Will +5

Speed 30 ft. (6 squares)
Melee *+1 dagger* +3 (1d4/19–20)
Ranged mwk dagger +6 (1d4–1/19–20)
Base Atk +3; **Grp** +2
Combat Gear 2 *potions of cure light wounds*
Sorcerer Spells Known (CL 6th):
3rd (4/day)—*hold person* (DC 16)
2nd (6/day)—*summon monster II*, *web* (DC 15)
1st (7/day)—*burning hands* (DC 14), *charm person* (DC 14), *mage armor*†, *magic missile*
0 (6/day)—*detect magic*, *detect poison*, *disrupt undead*, *flare* (DC 13), *light*, *message*, *read magic*
† Already cast
Spell-Like Abilities (CL 6th):
2/day—*make whole*
1/day—*minor creation*

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16
SQ familiar (none)
Feats Improved Initiative, Least Dragonmark (Mark of Making), Lesser Dragonmark (Mark of Making), Toughness
Skills Bluff +8, Craft (alchemy) +7, Concentration +8, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (arcana) +11, Listen +0, Spellcraft +13, Spot +0
Possessions combat gear plus *amulet of natural armor +1*, *+1 dagger*, 2 masterwork daggers, *ring of counterspells*

Hook "Most people think twice about threatening a Cannith. Too bad you won't get that chance."

House Deneith

"Galifar lies in ruins, destroyed by its own folly, but our rights and duties cannot be set aside. Our oaths bind us still. Let those who would oppose the law know us, and end their days in fear."

—Endira d'Deneith,
Sentinel Marshal of House Deneith

From its beginnings as an order of mercenaries and soldiers to its modern incarnation as the human face of law and battle, House Deneith has maintained its position as the primary force for security and defense in the Five Nations. Though its fortunes rose during the Last War, the services Deneith renders are no less valuable in times of peace. Today, the house is as prosperous as ever, with its position of neutrality firmly established and a host of eager clients ready to use its services. This prosperity tells only half the story, however, and Deneith's past fortunes might not be enough to guarantee the house's future.

Neutrality and Law

Throughout the Last War, Deneith maintained a position of neutrality, serving the whole of Galifar rather than any of its fractured parts. Although this position caused unrest in the house's home of Karrnath, the Deneith patriarch, Baron Breven d'Deneith (LN male human aristocrat 3/fighter 3/dragonmark heir 4), saw the need for a balance of idealism and practicality. Although Deneith's military forces were nearly the equal of any kingdom, joining with one side (likely Karrnath) would have overwhelmed the house's resources as it was targeted by the other nations.

As it happened, its neutral position served Deneith well. At the Treaty of Thronehold, the right of House Deneith to maintain a standing military force was recognized once more. Further, it was agreed to allow members of the house to travel unimpeded by national boundaries for the sake of defending the Five Nations against external threats. Before the war, Deneith bodyguards made up a significant portion of the royal retinues of Galifar, services that remained in demand both during the war and after.

The central philosophy of House Deneith is built upon fulfilling the letter of the law, with contracts and codes governing every action its members take. The Sentinel Marshals serve an ideal of justice, chasing down criminals no matter where they might hide. For the Defenders and Blademarks Guilds, the law of the land is not half as important as the law of their contract, wherein their services are pledged to a nation or individual under specific circumstances and for a specific length of time. No matter what side of the house one falls on, honor, ethics, and an adherence to oaths sworn form the bulk of a Deneith heir's reputation. One who keeps his word and fulfills expectations is valued highly, whether his heart tends to good or evil. One who is unreliable or capricious, on the other hand, will find few friends within the house.

Dissent within the Ranks

House Deneith's position of military strength and influence in Khorvaire goes largely unchallenged. Though Deneith is not preeminent among the dragonmarked houses, it has never aspired to be. By maintaining its neutrality and refusing ties to any one nation, Deneith has instead become a force that others must rely on.

Today, however, this reputation of strength and security means less than at any time in Deneith's past. In the aftermath of the Last War, the house is quietly buckling under pressure from within and without, and its resources are strained to a degree that few outside the leadership see.

Karrnath's Children

House Deneith's headquarters is in Karrlakton, and its roots are set deep in Karrnathi soil. The features and temperament of the Karrns can be found at all levels of House Deneith, from Breven d'Deneith to the mercenary captains of the Blademarks. Deneith is proud of its heritage, but the day of reckoning for that birthright might soon be at hand.

When the Last War began, House Deneith had a good excuse to claim neutrality. It served Galifar, and would continue to do so even without a crowned king or queen. That neutral stance garnered an amount of respect among the Karrns, who were content that Deneith did not serve their king as long as it served no one else.

Galifar is little more than a memory now, formally dissolved by the Treaty of Thronehold. The king of Karrnath no longer fights for a place upon the Throne of Galifar, but rather clamors for peace among his brethren. In the eyes of many of his people, Kaius III's embrace of peace weakens his land.

This conflict of ideals is causing unrest in Karrnath, and could lead to Kaius's undoing. At the same time, those Karrns who long for battle against the upstart nations of Khorvaire now wonder how Deneith can refuse to fight for its rightful king, especially when they imagine the glories of a shared Deneith–Karrnath army against the poor remnants of Khorvaire's other nations. Should Kaius III be deposed and Karrnath led again to war, Deneith's much-vaunted neutrality might be put to the test—and the sword.

Supply and Demand

For centuries, House Deneith cornered the market on mercenary forces in Khorvaire. The Blademarks Guild has done business with every major militia and town watch in the Five Nations, as well as provided security forces for other dragonmarked houses, private citizens, and expeditions across Khorvaire and beyond.

The Last War changed all this, drastically reducing the available pool of experienced soldiers and mercenaries. It was an unpleasant surprise, then, when House Tharashk entered the mercenary market in the dying days of the war. Deneith had never before encountered competition for its services on any meaningful scale, and for another house to engineer such a challenge with the help of the monstrous races of Droaam was a bitter insult.

House Deneith heirs are human, and humans make up the majority of their forces. Though a smattering of warforged, shifters, and half-elves can be found in Deneith ranks, half-orcs usually prefer to work with House Tharashk, and other races are rare. For Deneith's work within the Five Nations, human troops were once an advantage, but the outlook in Khorvaire has changed.

In urban areas such as Sharn, civilized monsters can walk the streets without fear as long as they obey the laws of the realm. House Tharashk helped to pioneer this change,

and its actions have placed the house squarely in Deneith's sights. Deneith is determined to conquer this new mercenary market, either by wresting control from Tharashk or building its own pool of monstrous talent to draw from.

Neither house admits to any open conflict with the other, but covert clashes occur on a regular basis. If the situation escalates, the rift between the houses might well become irreparable. The dragonmarked houses have traditionally abstained from interfering in intrahouse feuds, but no houses have ever before maintained their own standing armies. Open warfare between Deneith and Tharashk is a prospect few among the dragonmarked care to dwell on.

Ambition's Thrall

Security and ambition are uneasy companions at the best of times. One requires safety, while the other demands risk. Though Deneith's position in Khorvaire is largely secure, some within the house are convinced that security is simply another word for stagnation. They see the house's position and wealth as resources to be spent in a larger plan, not treasures to be hoarded. With its martial strength and established presence across Khorvaire, Deneith could be the equal of any of the Five Nations and the master of all the houses. It could be Galifar reborn.

Those agitating for change within the house believe that the time for a Deneith dynasty is at hand. The house provides security for the crowned heads of the Five Nations and a substantial portion of the nobility, as well as important members of the Twelve and the dragonmarked houses. Deneith forces guard Thronehold, with the house holding the throne in stewardship until a new king or queen is crowned. How better to ensure that happens than to seize the crown for themselves?

Baron Breven d'Deneith is aware of this movement, but calls it madness. Taking the throne and setting House Deneith to rule Khorvaire would necessitate throwing away everything the house has built and stands for. Such action would pit the house against not just the Five Nations and the other dragonmarked houses, but potentially against the Chamber if the draconic Prophecy were thought to be imperiled. Deneith would be irrevocably ruined—possibly even destroying the Mark of Sentinel as a result.

Baron Breven d'Deneith of Karrlakton

JH

Other members of his house do not share Breven's perspective. In particular, Shirin d'Deneith (LE male human rogue 3/fighter 4/dragonmark heir 2), a minister within the house, keeps the dark dream of conquest foremost in the thoughts of house members. Though Shirin holds little power from his position alone, he is a charismatic individual. Well spoken and articulate, he has used these gifts to draw like-minded individuals to him. He has also joined the Blood of Vol, using the cult to grant him access to the Order of the Emerald Claw. In doing so, he takes a great risk, since opinion within the house might turn against him if his actions were known. If Shirin has his way, his association with the order will not be discovered until Breven is dead or deposed, and he has seized control of the house.

House Deneith as an Organization

"The nature of humankind should never be violence, and yet the presence of the Mark of Sentinel makes an argument for this core part of our nature. We should rejoice in the law and its controlling effect on these forces. For without it, who knows what House Deneith might yet become?"

—Kester Shirl, professor of history at Morgrave University

House Deneith is a dragonmarked house of humans who carry the Mark of Sentinel—the oldest of the human dragonmarks—in their bloodlines. House Deneith's Blademarks and Defenders Guilds provide security and mercenaries for clients throughout Khorvaire, while the house's Sentinel Marshals have special dispensation to mete out justice in all nations signatory to the Thronehold Accords.

Joining House Deneith

The number of characters Deneith hires without house affiliation is at least equal to the number of true heirs in the house. Although differences in status and benefits divide hirelings from full members, Deneith respects its hirelings and treats them well. Those who stay with the house through long years of service are often granted honorary house membership in the end.

Honorary membership gives an individual the same rights as a regular member of the house, but does not confer that status to the individual's spouse or children. However, an honorary member who is single and well respected has a greater chance of marrying into the house than a common hireling. Nonhumans can achieve honorary status, but almost never successfully marry into the family line.

Members of House Deneith serve in one of its guilds at some point in their lives, almost without exception. This obligation ensures that every member of the house is familiar with the day-to-day life of a soldier or bodyguard, and makes it unusual for a house member to not have levels in rogue, fighter, or paladin. Even Deneith spellcasters learn martial skills and tactics during their time in the house.

Entry Requirements

Race: Human.

Special: Must be related to a member of House Deneith by blood or marriage, or must be granted honorary status by the house patriarch.

House Deneith's focus is the safety and security of Khorvaire and its citizens. It employs its members to that end, making use of their skills to protect and serve as needed. Rogues act as scouts, diplomats, and tactical experts in the field. They are especially welcome in the Defenders Guild, though they are common among the Blademarks

as well. Experienced rogues often go on to positions of leadership within the house, thanks to their quick wits. Fighters are the core of the house, and are common in the Sentinel Marshals and both guilds. Paladins frequently serve in the Sentinel Marshals, where a passion for law and justice is an absolute requirement.

HOUSE DENEITH BENEFITS

House Deneith's power is obvious to anyone who has ever seen its mercenaries on the march. Its operations are spread across Khorvaire, and the house has major enclaves in each nation.

Economics: House Deneith manages contracts and certifications for the members of its guilds, including the negotiation of bonus pay for hazardous assignments. Deneith also undertakes the collection of debts from former clients on behalf of its hirelings.

Gear: Members of the house furnish their own gear, but both regular and masterwork weapons and armor can be purchased through the house for 75% of the standard cost. House Deneith also covers the costs of travel associated with important contracts.

Services: Members of House Deneith can request the services of house guild members for 25% of the regular cost.

Access: House Deneith has arranged for Sentinel Marshals to have free transport on elemental airships, the lightning rail, and Orien caravans during commission of their duties. House Deneith members also have access to all house enclaves and to training at Rekkenmark Academy.

Favored in House Benefits

Members of House Deneith have access to a wide range of martial benefits. The following table indicates the types of favors a Deneith character with the Favored in House feat might request.

Guilds in House Deneith

House Deneith is more than just the sum of its parts, but how much more is open to interpretation. The house administers two guilds—the Defenders Guild and the Blademarks Guild—as well as the order of the Sentinel Marshals. Active participation in one guild over the course of an individual's career is mandatory; serving in both is commonplace. Deneith views the guilds as the cornerstone of its mission to protect Khorvaire from its enemies, both within and without.

Blademarks Guild

The Blademarks Guild is a mercenary branch of House Deneith. It employs mercenaries from across Khorvaire (some associated with House Deneith; some independent contractors), and guarantees both a high level of professionalism and steady work for its hirelings. Deneith's leadership often arises from within the guild, and the Blademarks are considered the core of the house's financial success.

The cost to hire a Deneith mercenary depends on the experience of the soldier. Hiring fees may be lower in places where there is more competition, such as Sharn.

Title	Class/Level	Cost/Day
Black blade	1st-level warrior	2 sp
Gray blade	2nd-level warrior or 1st-level fighter or 1st-level rogue	6 sp
White blade	3rd-level warrior or 2nd-level fighter or 2nd-level rogue	3 gp
Gold blade	4th-level warrior or 3rd-level fighter or 3rd-level rogue (or higher)	12 gp

BLADEMARKS GUILD

Associated Classes: Fighter, rogue, warrior.

Associated Skills: Climb, Handle Animal, Intimidate, Jump, Ride, Use Rope.

Defenders Guild

The Defenders Guild is a mercenary branch of House Deneith. It consists of veterans of the Blademarks Guild, most of whom have at least one year of successful service behind them. The Defenders Guild contains a far greater percentage of dragonmarked heirs than either the Blademarks or the Sentinel Marshals. Its members are well respected within the house, and considered to be a vital part of Deneith's mission to defend Khorvaire.

The daily cost of hiring a Deneith bodyguard depends on the dragonmark the character possesses.

Dragonmark	Cost/Day
None, 1st-level warrior	4 sp
Least, 1st-level fighter	12 gp
Least, 3rd-level fighter	50 gp
Lesser, 6th-level fighter	150 gp
Greater, 9th-level fighter	450 gp*
Siberys, 12th-level fighter	1,500 gp*

*Bodyguards with greater or Siberys marks are rarely available for hire except at the behest of a high-ranking member of government or a dragonmarked house. Characters with the Leadership or Favored in House feats might be able to hire greater- or Siberys-marked bodyguards.

DEFENDERS GUILD

Associated Classes: Fighter, rogue, warrior.

Associated Skills: Climb, Diplomacy, Handle Animal, Intimidate, Ride, Use Rope.

Typical attire for members of the Blademarks Guild, Defenders Guild, and Sentinel Marshals

FAVORED IN HOUSE DENEITH

DC[1]	Benefit
10	One free use of the least Mark of Sentinel; loan of a *+1 weapon* for 1 week; free use of 1d4 black blade Blademarks for 1 day; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Sentinel; free use of 1d4 gray blade Blademarks for 1 week; one week's training at the Rekkenmark Academy[3]; loan of a *+1 weapon* for 1 month
20	One free use of the greater Mark of Sentinel; free use of a 3rd-level member of the Defenders Guild (least dragonmark) for 1 week; free use of 1d4 white blade Blademarks for 1 week; one month's training at the Rekkenmark Academy[3]; loan of a *+2 weapon* for 1 month; gift of a masterwork weapon (DM's choice); a public border crossing for four characters without proper papers[4]
25	Free use of a 5th-level member of the Defenders Guild (lesser dragonmark) for 1 week; free use of 1d4 gold blade Blademarks for 1 week; free use of a *+3 weapon* for 1 month; a secret border crossing for four characters[4]

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.
3 Individual benefit to be determined by the DM. See *Five Nations* for more information on Rekkenmark Academy.
4 Characters cannot be fleeing prosecution or criminal charges that would make them the purview of the Sentinel Marshals.

PLAYING A MEMBER OF HOUSE DENEITH

As a member of House Deneith, you understand the importance of duty and honor, and of the laws used to govern and maintain those concepts. Deneith prizes tactical skill and an analytical mind, but also the importance of knowing what your word is worth—and it treats that word as though it was written in blood. Order and strategy govern all. Your house has taught you from a young age which rules can be bent and which cannot.

Combat

Combat training is a staple of life in House Deneith. Every heir, barring infirmity or other disability, is schooled in martial training from a young age. You are trained not to seek out combat, but you do not shy away from it. You won't break the rules of honorable combat if your opponent requests them, but you won't find yourself hampered by them if he doesn't.

Advancement

Whether born into the house or not, no one is considered a true heir of Deneith until he has spent at least one year serving as a Blademark. If you are hired by the house, the first year of your initial two-year contract is probationary. Following that year, you are considered to have "tested your blood" and are treated as a valued member of the guild.

Though Deneith can help defer training costs or arrange specialized training for its members, house heirs

consider it a mark of self-reliance to seek out training on their own. Hirelings are expected to provide their own gear and find their own mentors, while heirs of the house can seek training from within. In a sense, the Blademarks Guild is the training branch of the house, and even experienced heirs who are no longer members of the guild occasionally return for a few months to sharpen their skills.

Missions

Members of House Deneith are expected to risk their lives for their clients. Whether working as a mercenary for a minor merchant, protecting an Aundairian noble, or hunting a fugitive from justice across three nations, you are paid to put yourself in danger.

HOUSE DENEITH IN THE WORLD

"They came from nowhere. We were riding home in the carriage, and suddenly a score of cloaked men were upon us. Had Endira d'Deneith not appeared just as suddenly, I would not be speaking to you now."

—Lady Miral ir'Wynarn, noble of Moonwatch

House Deneith is a natural presence in almost any campaign. It hires adventurers to protect the nobility and royalty of the Five Nations, to work as mercenaries for private interests, or to track down criminals when the local law lacks the resources (or the inclination) to do so. It provides a built-in series of adventure hooks to keep characters busy and players involved.

House Deneith was founded centuries ago from a family of warlords in the area that would later become Karrnath. They were the first humans to manifest dragonmarks, and the Mark of Sentinel was only the fourth dragonmark to appear in mainland Khorvaire. The skill of Deneith warlords in battle was already well known, and when the mark appeared in their bloodline, it only added to their fearsome reputation. For over four hundred years, they ruled over the area near modern-day Karrlakton. Then war and a cycle of famine weakened the Deneith leadership and allowed rival factions to challenge it. For nearly two hundred years, war and strife ravaged the land until the rise of its greatest ruler: Karrn the Conqueror.

Karrn was born and grew to manhood in the lands nominally held by the Deneith warlords. More than one scholar has hypothesized that Karrn might, in fact, have been a member of the Deneith bloodline, though the lack of dragonmarks in his descendants makes that unlikely. Legends tell of how the leaders of House Deneith pledged themselves to Karrn even before he began his quest for power, though their reasons for doing so have been lost to time. Deneith heirs fought at Karrn's side from the beginning, and this ancient link of service helped shape Deneith into the house it is today.

From the founding of Karrnath, House Deneith served as both defender of the realm and enforcer of laws. When Galifar grew to adulthood and set out to create his empire, Deneith served him as well. After his kingdom was forged, Galifar I gave House Deneith the duty of defending the entire realm, increasing its jurisdiction fivefold. This new service made considerable use of the Blademarks Guild, for special assignments both in and outside the nation's borders, and the Defenders Guild, to protect members of the nobility and dignitaries. The Sentinel Marshals were also formed during Galifar's reign, standing as the king's right arm against enemies of the realm.

Promotion within Deneith is based on service to the house, drawing on merit and seniority rather than bloodlines or personal favoritism.

NPC Reactions

Members of House Deneith are respected by the nobility of the Five Nations, who typically have an initial attitude of friendly toward a Deneith heir and her acquaintances. At the same time, the criminal elements of Khorvaire despise and fear the Sentinel Marshals, and thus House Deneith as a whole. Criminals who recognize characters as being from House Deneith have an attitude of unfriendly.

HOUSE DENEITH LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Deneith to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Deneith is the most martial of the dragonmarked houses, and has its own army, members of which are hired as mercenaries.

DC 15: House Deneith heirs with the Mark of Sentinel are most desirable for mercenary and bodyguard work, but the house's unmarked heirs and associates are highly trained as well.

DC 20: The elite of House Deneith become Sentinel Marshals, members of the group that enforced the law in old Galifar. Today, the Marshals serve the Five Nations, and they are the only force that can cross borders in pursuit of those who break the law.

DC 30: Characters who achieve this level of success can learn important details about House Deneith in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

Sentinel Marshals

The Sentinel Marshals are an elite law enforcement order administered by House Deneith since the rule of Galifar I and upheld as a multinatioanal force under the Treaty of Thronehold. Only the most trusted heirs of the house are honored with a position in the Sentinel Marshals, either after serving in both the Blademarks and the Defenders Guild, or by special dispensation of the house (see the Deneith warden prestige class on page 105). The Sentinel Marshals are elite agents authorized to enforce the law across Khorvaire according to the needs of regional authorities, and they have permission to ignore borders in pursuit of fugitives. They are never authorized to break the law, but are held accountable only to the Five Nations as a whole.

HOUSE DENEITH'S HOLDINGS

Although House Deneith has enclaves across Khorvaire, its seat of power is in Karrlakton, just across the river from the Mournland. Sentinel Tower is Deneith's ancestral home, named in honor of the mark its members bear.

Deneit h families often send young heirs to be fostered here as children, creating a connection that lasts the rest of their lives. The Tower is the headquarters for all Sentinel Marshals, who return whenever their assignments permit.

Sentinel Tower is an ancient keep, reputedly older than Karrnath itself. It has undergone extensive expansion over the years, both for defensive purposes and to accommodate growth within the house. Even at its current size, Sentinel Tower cannot contain Deneith's entire complement of house members and hirelings. As a result, Karrlakton is filled with training areas, barracks, weaponsmiths, armorers, and taverns to serve the needs of the tower.

In addition to Sentinel Tower, House Deneith holds large enclaves in Sharn and Korth (where the impressive fortress sprawls over an entire hilltop), as well as estates in Flamekeep, Newthrone, Pylas Talaear, Stormreach, Taer Valaestas, Trolanport, and Varna. More outposts can be found in locations throughout Khorvaire, including Rhukaan Draal in Darguun and Graywall in Droaam (where Deneith keeps a low profile in the shadow of the prominent Tharashk enclave). Members of House Deneith are also the protectors of Thronehold, and make up the elite unit of Throne Wardens charged with protecting the Galifaran throne.

MEMBERS OF HOUSE DENEITH IN THE GAME

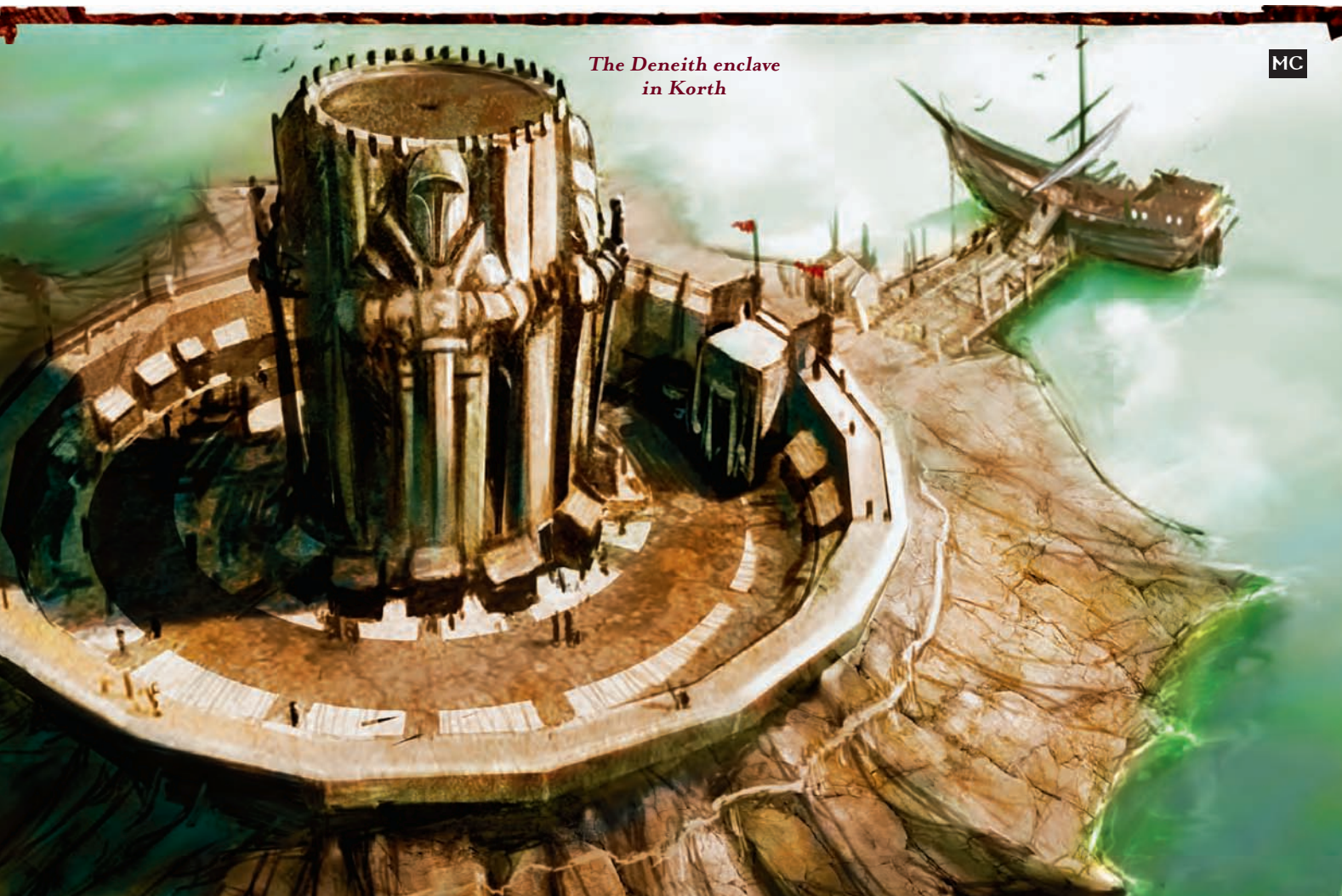
House Deneith is an excellent fit for dragonmarked and unmarked characters alike. Because it hires so extensively from outside the house in the Blademarks and Defenders Guild, PCs can contract for mercenary work through Deneith without becoming involved in house politics. DMs can take advantage of the types of contracts Deneith has available to motivate players and give them direction. House Deneith can also provide solid reasons to move characters around Khorvaire at a whim, following their clients from the jungles of Q'barra to the cogs of Sharn, all within a single campaign.

Adaptation

As a human-centered warrior group, House Deneith can find a home in almost any campaign setting. Even without the Mark of Sentinel, House Deneith's noble background, wealth, and strong martial traditions could make it the top military force in the world. In a game that focuses strongly on spellcasters rather than warriors, the house could call for characters to work as elite mercenaries and bodyguards.

Sample Encounter

A simple way to encounter House Deneith is to run afoul of members of the Blademarks or Defenders Guild in the commission of their duties. Alternatively, characters could find themselves recruited to help Sentinel Marshals in pursuit of fugitives, or might seek to hire on with the Blademarks as a reliable way to earn some coin.



The Deneith enclave in Korth

MC

Endira d'Deneith, a Sentinel Marshal

EL 8: Endira d'Deneith is a Sentinel Marshal operating out of Flamekeep. She takes her duties seriously, and is currently seeking the would-be assassin of a Lyrandar viceroy in Aundair. Endira is recruiting individuals to journey to Thaliost and flush the criminal out of hiding.

Endira d'Deneith — CR 8

Female human paladin 5/dragonmark heir 3
LG Medium humanoid
Init –1; **Senses** Listen +2, Spot +2
Aura courage (10 ft., allies +4 against fear)
Languages Common

AC 17, touch 9, flat-footed 17
(–1 Dex, +8 armor)
hp 53 (8 HD)
Immune disease, fear
Fort +11, **Ref** +6, **Will** +9

Speed 20 ft. (4 squares) in half-plate; base speed 30 ft.
Melee +2 *longsword* +11 (1d8+4/19–20)
Base Atk +7; **Grp** +9
Atk Options Cleave, Power Attack, smite evil 2/day (+2 attack, +5 damage)
Special Actions lay on hands 15 points/day, turn undead 6/day (+3, 2d6+5, 2nd)
Combat Gear 2 *potions of cure light wounds*
Paladin Spell Prepared (CL 2nd):
1st—*detect poison*
Spell-Like Abilities (CL 9th):
At will—*detect evil* (CL 8th)
3/day—*shield other*
2/day—protection from energy

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 16
SQ strong aura of good, house status +3, special mount
Feats Cleave, Favored in House*, Least Dragonmark (Mark of Sentinel), Lesser Dragonmark (Mark of Sentinel)[B], Power Attack
* +3 on all Charisma-related checks when dealing with members of House Deneith
Skills Bluff +13, Diplomacy +17, Disguise +3 (+5 to act in character), Gather Information +13, Intimidate +5, Listen +2, Sense Motive +13, Spot +2
Possessions combat gear plus *+1 half-plate*, *+2 longsword*

Hook "Run if you like, hide where you like. Where and when I take you down makes no difference to me."

House Ghallanda

"You look at me and see a simple innkeeper, harmless and jolly. But I know five places where you can find dreamlily in this city. I know two members of the royal family. And I know a man who would kill you for a cut of the silver in your purse. People underestimate my family . . . and that's the way we like it. Now, freshen your tal?"

—Torish d'Ghallanda,
owner of the Lonesome Dog Inn

Fine food, a comfortable chair, a mug of ale, and a roaring fire: These are the treasures of House Ghallanda. The blink dog seal of the house is a beacon for the weary traveler. When stamped on the trade sign of an inn or tavern, it promises reliable service and reasonable rates—but there might be more to this simple inn than meets the eye. House Ghallanda goes to great lengths to form bonds within local communities, and Ghallanda heirs take pride in being able to acquire special services for valued clients. The Ghallanda innkeeper is not a spy, nor does he solve crimes. He knows the word on the street, though, and if you're looking for tickets to the Sharn Opera, a discreet bordello, or a trustworthy diviner, he can help you.

Though Ghallanda is known for its inns, the house has other holdings. Ghallanda landlords offer long-term housing, and the master chefs of the house prepare meals for kings and queens. The wealthy of Khorvaire vacation at Ghallanda resorts and gambling halls, while house decorators have helped to establish the aesthetic of the modern age. The heirs of House Ghallanda might not be as impressive as the arcanists of House Cannith or the warriors of Deneith, but it is dangerous to underestimate the power of this house. After all, many an adventurer feels more loyalty to his bartender than to his king.

The Sign of the Helpful Hound

The Mark of Hospitality manifested among the nomadic halflings of the Talenta Plains approximately thirty-two hundred years ago. For those accustomed to the hard life of the plains, the powers of the mark were a boon. The halflings knew nothing of the draconic Prophecy, concluding instead that the marks were a divine blessing, and that those so blessed were obliged to use this gift to help others in need. The majority of marked halflings chose to follow this call, coming together to form a new tribe. A number of ancient Talenta legends involved blink dogs helping stranded travelers, and the tribe drew on this tradition when they adopted the name of Ghallanda, a Halfling word that roughly translates as "helpful hound who appears where needed the most."

For centuries, halflings of the Ghallanda tribe roamed the Talenta Plains, offering food and shelter to the needy. They sponsored glorious feasts for the heroes of the plains, standing apart from feuds and tribal conflicts.

The halflings of House Ghallanda tend to a weary adventurer's every need

The helpful hounds were welcome in every camp and assisted people of all tribes.

The Rise of House Ghallanda

Karrn soldiers first explored the Talenta Plains when Karrn the Conqueror sought to spread his rule across all Khorvaire. The Talenta halflings were puzzled by these large and unwieldy creatures, but the Ghallanda tribe had vowed to help all who were in need. Soldiers returned with tales of little people using magical marks to conjure food and castles from the air. These tales intrigued the other dragonmarked families, and House Cannith and House Sivis organized a joint expedition that led them to discover both the Ghallanda and Jorasco dragonmarked.

Despite their altruistic traditions, the elders of the Ghallanda were no fools. Even those who desired to leave the plains and explore foreign lands did not intend to do so as servants. They agreed to work with the other houses, provided those houses would help them find a foothold in their lands. After much negotiating, House Ghallanda was born.

Ghallanda in the Modern Age

It took some time for House Ghallanda to spread its roots. Many humans considered the halflings to be cousins to the goblins, who were largely oppressed and enslaved at the time. The Ghallanda halflings had often served as mediators in their homelands, and they used their skill and charm at every level of society as they carved out a niche in the young Five Nations. During the conflict of the War of the Mark, the Ghallanda halflings proved their worth by supplying and supporting dragonmarked forces in the field. This effort gained them the support of the other houses and secured their place among the Twelve.

Over the next thousand years, House Ghallanda spread across Khorvaire, and today it is one of the most trusted houses in the land. Though some claim that House Cannith caused the Day of Mourning, or blame House Deneith for the Darguun uprising, few people have harsh words for the halflings of Ghallanda—at least as long as the ale is flowing.

House Ghallanda as an Organization

"Home is where the gold is."

—Ryla d'Ghallanda, Sharn socialite

The halflings of House Ghallanda have long dominated the hospitality industry by means of charm, skill, and dragonmark magic. A majority of the inns, taverns, and restaurants of the Five Nations are licensed by House Ghallanda's Hostelers Guild.

Joining House Ghallanda

Although some other houses seek exceptional talent or skills in nonblood members, almost any halfling who can win the heart of a Ghallanda heir is welcome to marry into the house. In accordance with tradition, no heir of House

Jorasco has ever married into House Ghallanda, but on a few rare occasions, halflings with aberrant dragonmarks have married Ghallanda heirs—a practice that would be all but impossible in any other dragonmarked house. The vast majority of the members of House Ghallanda have NPC class levels; those who have levels in PC classes are often rogues, bards, wizards, scouts, or swashbucklers. The swashbuckler class (from *Complete Warrior*) is common in Khorvaire, especially in the cities of the former Five Nations. Scouts (introduced in *Complete Adventurer*) were found among all the armies of the Last War.

ENTRY REQUIREMENTS

Race: Halfling.

Special: Must be related to a member of House Ghallanda by blood or marriage.

Members of House Ghallanda commonly work at one of the house's bound businesses. Experts, commoners, and magewrights perform the everyday tasks of the house, while rogues often serve as bouncers and security consultants, dealing with threats as quickly and quietly as possible. Bards and rogues also work to help the house establish and maintain its web of connections, making contacts among the nobility as easily as among the criminal underworld.

HOUSE GHALLANDA BENEFITS

Ghallanda's power is not measured on the same scale as Cannith's or Kundarak's, but house membership provides a number of benefits of use to adventurers.

Economics: A Ghallanda heir in good standing is welcome at any house business, normally receiving a 50% discount on lodging, food, and other goods and services. An heir in a desperate state can receive free food and lodging, though he and any companions are expected to earn their keep through labor.

Information: The greatest benefit of Ghallanda membership might well be the network of communication that thrives throughout the house. The heirs of Ghallanda enjoy the company of family and friends, and they love discussing gossip and local news. House members can gain invaluable inside information on nobles, criminals, merchants, and common folk.

Favored in House Benefits

A simple favor check can grant a character and his companions a night's lodging, but Ghallanda's social connections are sometimes its most useful tools. House Ghallanda's information is acquired through connections with guildmasters, criminals, nobles, and the like, as opposed to active intelligence-gathering. As such, the DM might decide that Ghallanda simply does not have access to a particular piece of information.

The following table indicates the types of favors a Ghallanda character with the Favored in House feat might request.

FAVORED IN HOUSE GHALLANDA

DC[1]	Benefit
10	One free use of the least Mark of Hospitality; a night's free lodging for four characters; use of house contacts to gain a +3 circumstance bonus on a Gather Information check; a loan of 100 gp at 10% per year[2]
15	One free use of the lesser Mark of Hospitality; an introduction to a well-placed guild official, skilled criminal, or similar NPC; an invitation to a gala event; use of house contacts to gain a +6 circumstance bonus on a Gather Information check
20	One free use of the greater Mark of Hospitality; free use of a 3rd-level member of the Hostelers Guild (least dragonmark) for 1 week; an introduction to a crime lord, guildmaster, or similar NPC; a chance for four characters to attend a royal banquet as servants; use of house contacts to gain a +9 circumstance bonus on a Gather Information check
25	Free use of a 5th-level member of the Hostelers Guild (lesser dragonmark) for 1 week; an invitation to a royal banquet for four characters; use of house contacts to gain a +12 circumstance bonus on a Gather Information check

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.

GUILDS IN HOUSE GHALLANDA

The Ghallanda seal is a promise of quality, and guild inspectors ensure that licensed and bound businesses maintain the standards of the house.

THE HOSTELERS GUILD

The Hostelers Guild encompasses all aspects of the hospitality industry, from food to lodging and legal gambling. In addition to those establishments owned by the house, the Hostelers Guild includes hundreds of licensed businesses, each independently owned. The Hostelers Guild has close ties with the Shadow Network of House Thuranni and the Entertainers and Artisans Guild of House Phiarlan, using these guilds to acquire entertainment for its businesses.

HOSTELERS GUILD

Associated Classes: Bard, commoner, expert, magewright.

Associated Skills: Bluff, Diplomacy, Gather Information, Knowledge (local), Profession, Sense Motive.

Playing a Member of House Ghallanda

Your house has little tradition of adventure. You were raised to appreciate comfort, conversation, good drink, and hot food—not to wield a blade or smite enemies with force and fire. Do not make the easy mistake of assuming that all members of your house are good or altruistic, however. Social connections are valuable tools, and the man who is friends with the crime lord, the merchant, and the king has three powerful weapons for dealing with his enemies. You might be a charming and witty fellow who loves nothing more than a good chat—or you might be a calculating individual using your family's reputation to help you win allies who will serve you one day.

As a member of House Ghallanda, you need to decide what has drawn you to adventure and away from the comforts of home. Perhaps the tales of the Wandering Inn fill you with a desire to escape the cities and test your skills in the wilds. Perhaps you intend to open an inn of your own and are adventuring to raise gold—though by the time you earn it, you might find the life of the innkeeper too dull for your tastes. You could be an enthusiastic young cook on a quest to acquire the culinary secrets of other cultures and ages. Like many Ghallanda heirs, you might adventure simply to meet useful contacts, whether in the interests of the house or for your own personal gain.

Combat

Diplomacy is the preferred weapon of your house. When words fail, a Ghallanda heir tries other tricks before resorting to combat: a swift sneak attack with a sap, paralytic poison in a drink, or an appeal to those nearby to help contain the problem. House Ghallanda establishments usually have bouncers, but these guards come from no single source. A Gold Dragon Inn might be protected by defenders from House Deneith, an ogre attached to House Tharashk, or a Talenta Plains barbarian. Many Talenta tribes owe ancient debts to your house, and they occasionally choose to repay this debt by protecting their weaker kin.

Advancement

The first step to rising in the ranks of House Ghallanda is to have an interest in doing so. Most heirs are more concerned with running their own inns and restaurants than overseeing the international affairs of a dragonmarked house. Develop your conversational skills (Bluff, Diplomacy, Gather Information, and Sense Motive) in addition to one or more Profession skills. You must learn to master your emotions, and to approach others with disarming warmth regardless of your true feelings. Agents of the house are evaluated on temperament as well as talent. Ghallanda banks on its reputation for hospitality, and an unfriendly halfling won't rise far in the house.

Missions

As an agent of Ghallanda, you will often be asked to perform favors for house allies, thus strengthening the ties between you. On Mol, you might help a merchant deal with a band of extortionists; on Wir, you could be sent to collect rare components for an influential wizard in the local circle. It is impossible to predict what mission a particular day might bring.

House Ghallanda in the World

"When you spend your days on the road, you never know where you'll find your next meal. That's what I like about the Gold Dragon Inn. Oh, you might find a hostel with softer pillows or larger beds if you know the town. You might get lucky. But when you only have one night? With the Gold Dragon, you know where you stand."

—Cassus d'Orien, bound courier

House Ghallanda is one of the most widespread dragonmarked houses. It maintains enclaves, but not on the scale of a massive Cannith forgehold or one of the Phiarlan demesnes. Instead, its families are spread across hundreds of inns and hostels, any of which can serve as a temporary shelter for a wandering heir. More than any other house, Ghallanda is a ubiquitous presence in the world. Even if a village doesn't have a tavern run by an actual Ghallanda heir, there's a decent chance it has a Ghallanda-licensed inn or hostel, even in Darguun or Droaam. Adventurers who build a relationship with the house can find allies across Khorvaire, while those who offend an innkeeper do so at their peril. A Ghallanda bartender might not pose a physical threat, but the conversations he has heard and the friends he has made give him far more influence than an adventurer might expect.

Baron Yoren d'Ghallanda of Gatherhold

When Ghallanda spread to civilized lands, it adopted the dragonmarked hierarchy established by House Sivis and House Cannith. Every region is governed by a council of viceroys, and Patriarch Yoren d'Ghallanda (CG male halfling expert 3/bard 4) leads the house from Gatherhold in the Talenta Plains. One of the oddities of the house is that viceroys often maintain businesses of their own. Yoren himself is a master chef, and spends almost as much time in the kitchens of his great hall as he does in the council chambers.

On the Plains, an older hierarchy endures in the form of the Wandering Inn. The Ghallanda halflings who make up this traveling fair follow the ways of their tribal ancestors, providing a nomadic place of refuge for the Talenta halflings living outside Gatherhold's walls.

A party from the Wandering Inn crosses the Talenta Plains FH

Though the Wandering Inn seldom leaves the plains, small splinter groups carrying on its traditions have been encountered in Q'barra and Valenar in recent years. Tales are even told of weary adventurers fleeing the Mournland who have stumbled upon a bright wagon of the Wandering Inn and the safety of the *Mordenkainen's magnificent mansion* inside.

The Wandering Inn is largely isolated from the main house. The halflings of the inn abhor the idea of settling in cities, while house heirs outside the plains often consider the life of the Inn to be rough and uncivilized. Young halflings are sometimes drawn to explore the path on the opposite side of the house, though, and these ambassadors keep the bonds between the Inn and the main house strong.

Ghallanda halflings have never bothered with family names. Though the original Ghallanda tribe was formed from dozens of different families, the names of these original tribes were abandoned within a generation of the Mark of Hospitality's first appearance.

NPC Reactions

Though people are often fond of the Ghallanda halflings they deal with on a regular basis, heirs of Ghallanda typically receive an indifferent reaction from strangers. Because of the strong economic ties between the houses, members of House Phiarlan, House Thuranni, and House Jorasco are often friendly toward heirs of Ghallanda.

The presence of the Wandering Inn means that heirs of Ghallanda are usually welcomed by the people of the Talenta Plains. An heir of Ghallanda can improve the attitude of hostile, unfriendly, or indifferent tribal halflings by one category by revealing her dragonmark or offering aid to the tribe. Excoriates and orphans have abused this trust in the past, but the viceroys of the house and the elders of the Wandering Inn go to great lengths to seek out and punish such dishonor.

House Ghallanda Lore

Characters with ranks in Knowledge (local Talenta Plains) or Knowledge (nobility and royalty) can research House Ghallanda to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The halflings of house Ghallanda operate taverns, inns, and hostels. These businesses carry the shadow of the dog—the Ghallanda seal.

DC 15: Ghallanda halflings have the dragonmark of Hospitality. They work with food and can even create it magically. Some powerful members of Ghallanda can conjure shelters, such as stone cottages or invisible castles.

DC 20: House Ghallanda has more influence than most people believe. Innkeepers make numerous connections, and often know where to find hard-to-get, even illegal items.

DC 30: Characters who achieve this level of success can learn important details about House Ghallanda in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE GHALLANDA'S HOLDINGS

House Ghallanda's oldest and most important enclave is the great hall of Gatherhold, on the edge of the Talenta Plains. Located on the eastern shore of Lake Cyre, this area has long been a border between the Five Nations and the eastern wilds. In the aftermath of the Day of Mourning, the hall became a haven for the adventurers and scholars exploring the eastern Mournland.

Gatherhold is an ancient cliff dwelling, filled with tunnels and warrens carved into the rocky hills that run along the lake. Patriarch Yoren presides over a great hall at the center of the town, but House Ghallanda maintains the entire community for the nomadic tribes who come and go with the seasons.

Ryla d'Ghallanda, a dragonmark heir

MEMBERS OF HOUSE GHALLANDA IN THE GAME

Though House Ghallanda does not run every inn or restaurant, the cheerful halfling barkeep is a common fixture in central Khorvaire. In the wild regions in and around the plains, adventurers might find assistance from members of the Wandering Inn. Whether in the plains or the cities, Ghallanda NPCs can make the quiet moments in an inn or tavern more memorable. If you don't have time to come up with a distinctive hostel for a town the party passes through, the Gold Dragon Inn is there for you. Want a little color? Throw in a Talenta troop performing a traditional dance—with clawfeet in the act.

The house's interest in networking can make a Ghallanda heir a valuable contact for PCs. If the characters manage to earn the friendship of a Ghallanda innkeeper, they might discover a connection to the black market, a friend of the captain of the city guard, or an envoy capable of arranging a meeting with the mayor. However, an innkeeper who does favors for the party typically asks favors in return, often on behalf of his other friends.

Adaptation

By default, House Ghallanda has little interest in power for its own sake, but the house could be a more sinister force in the world if it serves the needs of a campaign. House Ghallanda maintains criminal contacts that might leverage into control of the underworld. When assassins begin targeting dragonmarked viceroys, suspicion naturally falls on Phiarlan and Thuranni—so that no one suspects House Ghallanda is finally making its move.

Sample Encounter

Encounters with a House Ghallanda innkeepers and tavern masters are plentiful in an Eberron campaign, but just as many Ghallanda heirs work behind the scenes as behind the counter. Ghallanda is a wealthy house, and its members have parlayed the commercial success of the Mark of Hospitality into other areas: brokering information, investing in expeditions of exploration or intrigue, or buying and selling the relics that an adventuring party collects.

EL 5: Ryla d'Ghallanda is the daughter of the founders of the Dragon's Hoard halls, one of the wealthiest branches of the house. Though she has earned a reputation as a spoiled and vapid youth, Ryla is more capable than she appears.

Her parents have a great deal of influence in the house and could be valuable allies or dangerous enemies for the PCs. Ryla might turn up at an exclusive party where the adventurers are engaged in delicate undercover work, or she could take an interest in the adventuring life and stow away on the PCs' next expedition.

Ryla typically wears an amulet her mother has imbued with *refuge*. As such, she can escape if the situation gets too dangerous.

RYLA D'GHALLANDA **CR 5**

Female halfling aristocrat 4/dragonmark heir 2
NE Small humanoid
Action Points 5
Init +4; **Senses** Listen +1, Spot –1
Languages Common, Halfling

AC 19, touch 15, flat-footed 15
(+1 size, +4 Dex, +4 armor)
hp 30 (6 HD)
Fort +6, **Ref** +10, **Will** +8 (+10 against fear)

Speed 20 ft. (4 squares)
Melee mwk silvered short sword +5 (1d4–1/19–20)
Base Atk +4; **Grp** –1
Combat Gear *potion of cure moderate wounds, potion of eagle's splendor*
Spell-Like Abilities (CL 8th):
2/day—*prestidigitation, unseen servant*
1/day—*Leomund's secure shelter*

Abilities Str 8, Dex 18, Con 10, Int 10, Wis 8, Cha 16
SQ house status +2
Feats Favored in House, Heroic Spirit, Least Dragonmark (Mark of Hospitality), Lesser Dragonmark (Mark of Hospitality)[B]
Skills Bluff +12, Diplomacy +12, Gather Information +5, Handle Animal +5, Hide +8, Intimidate +6, Knowledge (local) +4, Knowledge (nobility and royalty) +6, Listen +1, Move Silently +6, Perform (dance) +8, Ride +8, Sleight of Hand +6
Possessions combat gear plus *bracers of armor +4,* masterwork silvered short sword, *glamerweave cloak of resistance +1,* amulet imbued with *refuge,* glamerweave noble's outfit

Hook "Would you recognize fashion if it bit you?"

House Jorasco

"Time alone will not heal your friend. I would very much like to help him, but I am bound by my oath. Do you wish to pay now, or shall we wait and see if the wasting curse ravages his form further?"

—Diraz d'Jorasco, healer of Deathsgate in Sharn

The halflings of House Jorasco hold the Mark of Healing, and their good works have saved countless lives. They heal the sick and the dying, and provide comfort and respite for those whom even magic cannot cure. They often work hand in hand with House Ghallanda, giving travelers access to healing and aid even in remote areas. By those who owe their health or life to the Mark of Healing, Jorasco's name is praised.

At the same time, Jorasco is not a charity institution. As a dragonmarked house, it is an economic stronghold of epic proportions, offering its services to all who need them—and are able to pay. This mercenary approach to succor rubs many people the wrong way, however, particularly the poor and indigent who cannot afford a healer's services regardless of need.

Worlds Apart

Like its sibling House Ghallanda, House Jorasco was born on the Talenta Plains. Unlike the Ghallanda halflings, House Jorasco long ago shifted its focus from the ways of tribal life to the cosmopolitan traditions of central Khorvaire. Today, Jorasco halflings have little or no connection to the ways of their nomadic ancestors, and are firmly entrenched in the lifestyle of the Five Nations.

House Jorasco has long been established as the preeminent source of healing in Khorvaire, having skillfully pushed the temples of the Sovereign Host and the Silver Flame out of the healing business centuries ago. The advent of the Last War saw Jorasco healers spread across the length and breadth of the continent. Remaining steadfastly neutral allowed the house to serve all sides in that conflict, providing mundane care for soldiers and magical healing for the officers who directed the war. Jorasco healers assisted in important military operations and engaged in joint missions with House Ghallanda, offering respite and healing for the wounded—away from the front lines.

Even after the Last War's end, Jorasco still reaps the benefits of that dark conflict. Those who were broken in battle require a lifetime's care now that the war is over—and such care is House Jorasco's specialty. Since the end of the war, the house has expanded the number of enclaves and healing houses it runs by nearly a third, including opening state-financed centers for veterans of the Last War in each nation.

The Price of Healing

Initially, House Jorasco was the Jorasco tribe, a collection of related family lines. Eschewing the battle-hardened traditions of the Talenta tribes, Jorasco halflings earned their keep through their skills at healing: from midwifery, to patching up wounded warriors, to helping ease the dying along their way. Their skill would be paid for by the recovering individual's family or tribe, an exchange of gifts and services that was the expected convention of Talenta culture.

When the tribe became a house, the dynamic changed. In founding the house and establishing its headquarters in Karrnath, Jorasco soon found itself in debt to House Cannith and House Sivis—debt that called for Jorasco's services to be repaid in coin, not kind. In time, the healers of Jorasco were operating on a set schedule of fees and asking for payment in advance.

This initial fee schedule was designed to support the healers of Jorasco in return for the time they spent caring for others. As the house became more successful, however, payment became less about survival and more about profit. The Korth Edicts codified this situation in a way, preventing the houses from owning land and forcing them to focus their fortunes in gold alone. Since that time, Jorasco's mission of healing has always been balanced by the house's passion for profit, a reality that angers those most in need of Jorasco's gifts.

House Jorasco as an Organization

"Here at Reslyn House, we endeavor to serve our guests with courage, compassion, and consideration for their needs and feelings. We hope that you find your stay recuperative and that you will return whenever we can serve you."

—Code of Reslyn House,
a Jorasco healing house and enclave in Newthrone

House Jorasco is a dragonmarked house of halflings who carry the Mark of Healing in their bloodlines. The house provides care for the sick and injured across Khorvaire, and it is a rare adventurer who does not come under Jorasco care at some point in her career.

Joining House Jorasco

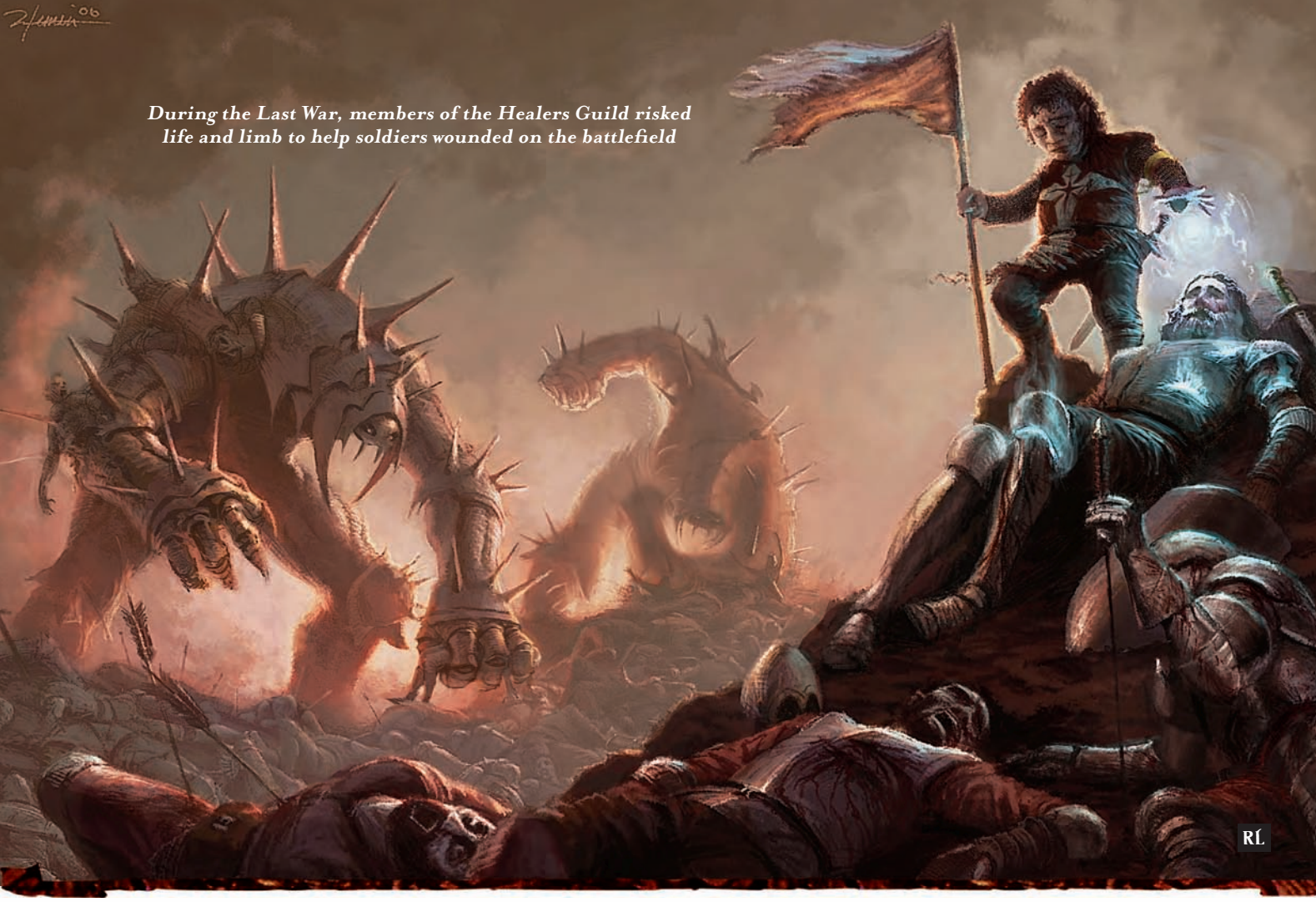
When entering an enclave of House Jorasco, one quickly notices the dearth of nonhalflings there. Though house ranks are primarily filled by those born of Jorasco blood, halflings of any family can seek employment as hirelings and can easily rise to positions of power. Though its connections to the Talenta Plains are long severed (to the point where many plains halflings openly distrust the house), Jorasco has an open policy of accepting fosterlings from the Talenta tribes, offering them the opportunity to become a member of the house upon reaching adulthood.

Entry Requirements

Race: Halfling.

Special: Must be related by blood, marriage, or adoption to a member of House Jorasco.

Members of House Jorasco believe that they have a sacred duty to heal and give aid to people in all the nations of Khorvaire. Nearly all its members serve in that capacity, with the exception of those few house heirs who deal exclusively with Jorasco business. Though nearly every class is welcome within Jorasco, preference is given to adepts of Olladra, bards, experts, and rogues.



During the Last War, members of the Healers Guild risked life and limb to help soldiers wounded on the battlefield

HOUSE JORASCO BENEFITS

Members of House Jorasco have the resources and holdings of the house to call upon, though those resources are not as extensive as those possessed by some of the more powerful houses.

Economics: Jorasco's presence in all the major centers of Khorvaire provides house members with a safety net. A member of House Jorasco can always find temporary room and board at a house healing center or hospital, but is expected to work while in residence.

The relationship between House Jorasco and House Ghallanda allows Jorasco halflings to freely exchange services of equal value with the owners or managers of Ghallanda businesses. A Jorasco halfling can obtain free lodging at a Ghallanda inn in exchange for healing services. This is one of the few official circumstances under which healing can be traded for anything other than full payment in cash.

Services: Members of House Jorasco can receive mundane healing and *cure light wounds* potions or spells from Jorasco enclaves and hospitals at half price.

Favored in House Benefits

Members of House Jorasco have access to a range of benefits. The following table indicates the types of favors

Guilds in House Jorasco

While the Healers Guild and House Jorasco are technically separate entities, the house's single-minded focus on healing makes it difficult to tell where one ends and the other begins.

Healers Guild

The Healers Guild operates healing enclaves, hospitals, and way stops across Khorvaire and beyond. All members of the house, from fostered children to dragonmarked heirs, are taught the ways of healing. Herbalism, alchemy, and use of the Heal skill are the foundations of house life and learning, and house members are expected to serve in the guild throughout their careers. Even the house patriarch undertakes a token period of service in a guild hospital each year.

HEALERS GUILD

Associated Classes: Adept, bard, expert, rogue.
Associated Skills: Concentration, Diplomacy, Heal, Knowledge (nature), Listen, Sense Motive.

a Jorasco character with the Favored in House feat might request.

FAVORED IN HOUSE JORASCO

DC[1]	Benefit
10	One free use of the least Mark of Healing; a night's free stay in a Jorasco facility for four characters; a gift of a healer's kit; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Healing; a gift of 1d6 *potions of cure light wounds*
20	One free use of the greater Mark of Healing; free use of a 3rd-level member of the Healers Guild (least dragonmark) for 1 week; a week's free stay in a Jorasco facility for four characters; a gift of 1d4 potions of *cure serious wounds*
25	Free use of a 5th-level member of the Healer's Guild (lesser dragonmark) for 1 week; *resurrection* on an *altar of resurrection*; 1 month's free stay in a Jorasco facility for four characters

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.

PLAYING A MEMBER OF HOUSE JORASCO

As a member of House Jorasco, the duties of your birthright were impressed upon you early on—doubly so if you developed the Mark of Healing. Injury and illness are ghosts stalking the living, robbing them of health and youth. You have been given the ability to combat these scourges, and even to pull someone back from the brink of death. Jorasco trains you to use these skills in the service of others, but it also reminds you that everything has a price. As much as you might like to spread your healing prowess for free, you have a responsibility to keep your house healthy as well.

Combat

Your knowledge of curing wounds sometimes makes you reluctant to inflict them. Though you can defend yourself, you have no inclination to enter into melee without good cause. Similarly, if you find yourself attacked, you have no compunction about ending the fight as quickly as possible. You might use the dark reflection of your house's healing magic in the form of *inflict* spells, or seek to incapacitate foes before they can do you harm. If possible, you prefer to capture your assailants alive; if pushed, you do what you must.

Advancement

Whether you found your way into Jorasco through birth, marriage, fostering, or employment, you took part in a ceremony that marked you as an accepted member of the house. This ritual varies from enclave to enclave, but typically begins with a purification ordeal involving fasting for a full day and night. The ceremony that follows involves ritual wounding and scarification, followed by healing magic and an offering to Olladra.

As part of the ceremony, you made an oath of loyalty to the house, swearing to treat none but those who return the gift of healing with payment. Only in this way can the house prosper. Breaking this oath is a serious offense, and healers have been cast out of the house for doing so.

Once accepted within the house, you were given an assignment in the Healers Guild. Though you might have worked for the guild in the past, your service now as a house member is mandatory. Your degree of dedication to both the healing arts and the bottom line determines how quickly you rise within the ranks of the house.

Missions

As a Jorasco healer or heir, you are never far from the action. You might be hired to accompany a caravan, a military unit, or an expedition to any of the dangerous corners of Khorvaire. If assigned to an enclave, you might be asked to seek out the source of a new illness, to find a cure for an exotic curse afflicting a wealthy patient, or to hunt down healers who have violated their vows.

HOUSE JORASCO IN THE WORLD

"As cool as you please, he had the nerve to ask me for gold. Not even lift a finger for Jainie would he before getting his fifty coins. Lucky for him she lived. He did a good job, though . . . Jainie doesn't even have a limp."
—Fred Erbath, Wroat merchant

Inevitably, adventurers get hurt. When they do, they almost as inevitably seek a healer of House Jorasco. Even in a group that includes a cleric, PCs often come up against diseases, curses, and mortal wounds beyond the ability of low-level healers to remedy. In such situations, Jorasco is always waiting with open arms—and an eye to its purse. Officially, House Jorasco never accepts services in kind, but for adventurers who cannot afford to pay, the house will sometimes "loan" the required fee and set an exchange of services as repayment.

Baron Ulara d'Jorasco of Vedykar

Service to a Jorasco healer might involve retrieving a certain medicinal herb from the Shadow Marches, seeking out a beholder's tongue for a rare alchemical cure, or helping to keep anyone from entering or leaving a quarantined village. In many cases, making good on their debt might well place the PCs in need of a healer again.

House Jorasco was originally a tribe of Talenta halflings renowned for its steadfast nature and healing gifts. With the appearance of the Mark of Healing (and the subsequent appearance of emissaries from House Cannith and House Sivis to explain its significance), the Jorasco halflings accepted that their fate was larger than the plains of their birth. When House

House Jorasco's healing enclave in Sharn, complete with comfortable beds, a spa, an asylum, and a morgue

Jorasco settled in Karrnath and the lands beyond, the halflings gave up their nomadic ways.

The legacy of the plains lives on only in the house's leadership structure, which bears little more than a superficial resemblance to the other dragonmarked houses. Groups within the house remain structured along family lines. Ulara d'Jorasco (LG female halfling adept 6/dragonmark heir 5) rules the house as matriarch, but all house members hold the right to advise the leadership as they see fit. The matriarch is chosen by the house membership and directs the activities of the house until she dies or loses the respect and confidence of the house. As a result, Jorasco changes leadership more often than any other house, but such changes have yet to disrupt the house's operations. Ulara spends almost all her time at the Jorasco enclave in Vedykar, and is greatly beloved by her house.

NPC Reactions

Initial reactions to members of House Jorasco depend heavily on the finances of the NPC in question. Wealthy individuals have initial friendly attitudes toward house members, while the poor have an unfriendly attitude. Indigent or impoverished NPCs might even have an initial attitude of hostile, especially in areas of plague or war, or if they have been refused help due to their lack of funds.

HOUSE JORASCO LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Jorasco to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Heirs of House Jorasco run the Healers Guild. They can heal all sorts of ailments for those who stay in their facilities.

DC 15: Jorasco healers carry the Mark of Healing, but will not heal anyone who cannot pay for their services up front.

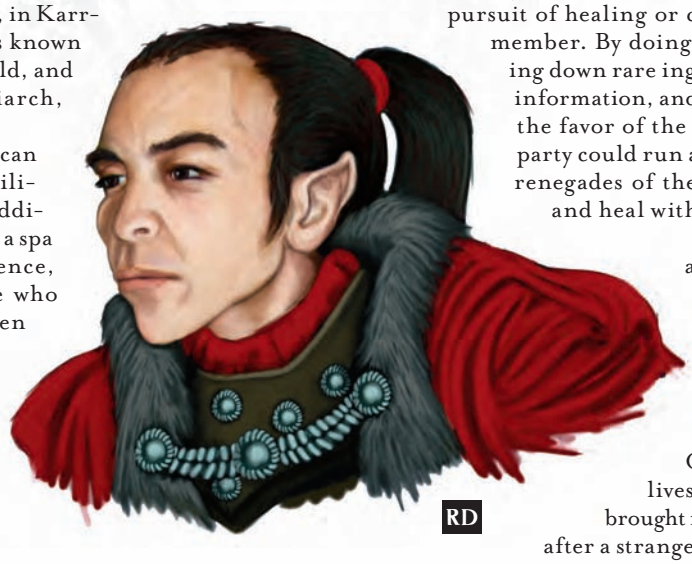
DC 20: House Jorasco came from the Talenta Plains long ago, but little connection remains between them and the tribes. Most of the tribes actively distrust Jorasco, accusing them of turning their backs on the ways of the past.

DC 30: Characters who achieve this level of success can learn important details about House Jorasco in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE JORASCO'S HOLDINGS

Though House Jorasco's healing touch can be found across Khorvaire, the house's main seat of power is the city of Vedykar, in Karrnath. The enclave there is known within the house as Resthold, and is the home of the matriarch, Ulara d'Jorasco.

Within Resthold, one can find the finest healing facilities in all Khorvaire, in addition to a training hospital, a spa for long-term convalescence, and an asylum for those who suffer from madness even magic cannot cure. Desperate individuals have been known to cross Khorvaire to seek help there; it is said that if you cannot be cured in Resthold, then nothing can save you.



Ardras d'Jorasco, adept of Olladra

Aside from Vedykar, Jorasco maintains large healing enclaves in Fairhaven, Sharn, and Gatherhold in the Talenta Plains. The house also has holdings and Healers Guild facilities in Flamekeep, Korth, Newthrone, Taer Valaestas, Trolanport, Pylas Talaear, and Stormreach, in addition to small offices and clinics across Khorvaire.

MEMBERS OF HOUSE JORASCO IN THE GAME

House Jorasco fills a specific niche in Eberron, providing an organization whose job is to heal others and taking that game role away from the cleric class. Jorasco is a source of healing that characters can call upon at will, though not without cost. The house can be a great source of contacts and adventure hooks simply because of its high profile in an Eberron campaign. Because so many make use of it, House Jorasco functions as a crossroads for the people of Khorvaire, allowing individuals from disparate backgrounds to cross paths.

Jorasco NPCs use their skills for the benefit of others, but they can seem distant or lacking in empathy, especially when they press for payment up front. Jorasco NPCs have great respect for their house oath, but do not automatically turn a blind eye to those who cannot afford their services. However, they are more likely to find a way to help a character in need raise the money than they are to break their oath and potentially risk the wrath of the house.

Adaptation

Jorasco carries the Mark of Healing, but those who stave off death are also those who best understand it. Though the Healers Guild is its public face, House Jorasco could have any number of secret branches in a campaign, including hidden enclaves dedicated to assassination, poison, or death magic.

In a campaign not set in Eberron, Jorasco could be an aristocratic house that sponsors the Healers Guild, training its members in mundane healing and the research and creation of herbal and alchemical cures.

Sample Encounter

PCs invariably become involved with House Jorasco in the pursuit of healing or curative magic for a party member. By doing favors for Jorasco (hunting down rare ingredients, finding obscure information, and so on), they can maintain the favor of the house. Alternatively, the party could run afoul of Jorasco by helping renegades of the house break their oaths and heal without payment.

EL 10: Ardras d'Jorasco is a healer stationed in a lonely hamlet near the border of the Mournland. He follows Olladra and has been recognized by the church, but retains his loyalties to Jorasco. One of the farmers who lives near the border recently brought in his son, who had fallen ill after a strange gray mist swirled through the farm. Ardras asks the PCs to accompany him on a search for the origin of this mysterious ailment.

Ardras d'Jorasco **CR 8**

Male halfling adept 9
NG Small humanoid
Init +3; **Senses** Listen +5, Spot +3
Languages Common, Halfling, Gnome

AC 16, touch 14, flat-footed 13
(+1 size, +3 Dex, +2 armor)
hp 37 (9 HD)
Fort +4, **Ref** +7, **Will** +10 (+12 against fear)

Speed 20 ft. (4 squares)
Melee +2 *dagger* +10 (1d3–2/19–20)
Base Atk +4; **Grp** –2
Combat Gear *3 potions of cure serious wounds*
Adept Spells Prepared (CL 9th):
3rd—*neutralize poison, remove disease*
2nd—*aid, cure moderate wounds, web* (DC 15)
1st—*bless, command* (DC 14), *cure light wounds, detect evil*
0—*create water, detect magic, light*
Spell-Like Abilities (CL 1st):
1/day—*lesser restoration*

Abilities Str 6, Dex 16, Con 10, Int 12, Wis 16, Cha 14
Feats Brew Potion, Least Dragonmark (Mark of Healing), Toughness, Weapon Finesse
Skills Climb +0, Concentration +12, Heal +17, Hide +7, Jump +0, Listen +5, Move Silently +5, Spellcraft +13, Spot +3
Possessions combat gear plus masterwork studded leather, *+2 dagger*, *wand of restoration* (30 charges)

Hook "You seem an honest sort, so put your purse away for now. Come, let me help you."

House Kundarak

" 'It takes an anvil to shape an axe' is a proverb our Mror clansfolk are fond of repeating. What few remember is how the original proverb ends: 'But it takes gold to first see the anvil forged.' "

—Patriarch Morrikan d'Kundarak

As civilization develops and expands, the need grows for security and standardization in the commerce between peoples. The dwarves of House Kundarak understand this better than anyone else. The power and wealth of this house stem not just from its influence over banking and finance, but from the safeguarding of all valuables. The rich veins of gold, iron, copper, and other minerals found in their hold in the Ironroot Mountains have made the Kundarak dwarves some of the wealthiest individuals on Khorvaire, and the house has spent centuries parlaying that wealth into a financial empire.

Wardens of the Gates

For as long as anyone can remember, the dwarves of Khorvaire have been a race divided. Long before they came into their own as masters of the Mror Holds, the dwarves of the Ironroot Mountains were locked in bitter infighting. For some seven thousand years, clan fought against clan over disputed territory, mineral rights, and especially honor. Dwarven pride is strong even today, but in an older age of blood and steel, pride was a way of life—and death.

Though the origins of the dwarf kingdoms of Khorvaire are lost to history, it is known that a unified dwarf nation once spread deep beneath the Ironroot Mountains. Within this kingdom, it came to pass that twelve warriors were exiled for barbarism and unrest, forced to the surface along with their followers by Lord Kordran Mror. The gateways to the kingdom below were closed off by powerful magic, the dwarves told that they would remain in exile until they had found the honor that their barbarism prevented them from attaining. Alongside the exiles, a clan of wardens was sent to the lands above to watch over these gates—a clan by the name of Kundarak.

For thousands of years, the exile clans fought among themselves, both for dominance and for the right to return to the kingdom of stone. Even the appearance of the Mark of Warding among the Kundarak clan did nothing to stem the conflict; indeed, it fast became a source of bitterness and distrust among the other clans, who developed no such marks. When Prince Karrn annexed the lands around the mountains for his father King Galifar, the fractious clans were easily subdued.

As it happened, the dwarves' subjugation by Galifar was their salvation. Forced to set aside their violent ways, the exiles created a common culture and found the honor they had long sought. In the end, though, this understanding came too late. When the heirs of Kundarak opened the sealed gates, the kingdom of stone was gone, destroyed by the daelkyr while the twelve clans made war on each other. However, with their ancient duty to guard the entrances to the lands below discharged, the Kundarak were free to set their sights on greater tasks.

With the aid of the gnomes of Zilargo, the Kundarak clan began its transformation into House Kundarak, and it was formally inducted into the dragonmarked houses in 106 YK. By the close of that century, few banking and financial operations on Khorvaire were not under the control or influence of the dwarves of the Mark of Warding. For eight centuries, the once barbaric stonefolk of the mountains worked patiently to establish themselves among the other surface races. When the Last War erupted, the Mror clans declared their independence from Karrnath. Though House Kundarak has never held a seat on the Iron Council, its support was central to the political will that forged the dwarf nation.

Today, House Kundarak's affluence and the power of the Mark of Warding cause the house to be held in high esteem. Its clients depend on the house seal that endorses a Kundarak letter of credit as much as they depend on the power of the *arcane lock* that protects what that credit can buy. Like House Sivis, House Kundarak has a vested interest in remaining (or at least appearing to remain) neutral in its dealings with the other dragonmarked houses, as well as the rulers of the Five Nations. Were this public integrity to be compromised, Khorvaire's entire financial system would suffer.

House Kundarak as an Organization

"I may not have been born a Kundarak, but I am one now. And you don't have enough coin to change that, mate."

—Batwigg the Vole, of the Keyguard

The dwarves of House Kundarak are the captains of finance and the masters of protective design. Not only does the house stand at the heart of Khorvaire's system of banking, it also claims the most gifted and dedicated security specialists in the world. It produces few notaries, bookkeepers, and scribes of its own, preferring instead to pass on such tasks through its long-standing alliance with the gnomes of House Sivis.

Joining House Kundarak

Given the amount of wealth for which it is responsible, as well as its sometimes contentious relationship with dwarves outside its ranks, House Kundarak is one of the most insular of the dragonmarked houses. Foundlings are allowed to rejoin the house, but rarely will a Kundarak member sponsor one without a detailed explanation of lineage.

Rogues, experts, and aristocrats are well represented within House Kundarak. Given the high martial standards of the dwarf race, many have at least one level of warrior or fighter as well. Those of the house who pursue the spellcasting arts typically take up the path of the artificer or the bard.

Entry Requirements

Race: Dwarf.

Special: Must be related to a member of House Kundarak by blood or marriage.

Kundarak members are expected to know their trade better than most, whether financial, security-related, or martial. House artificers focus their efforts and studies on further enhancing Kundarak's reputation for magical security. Bards and rogues often join the Keyguard, House Kundarak's elite security and intelligence agency.

HOUSE KUNDARAK BENEFITS

House Kundarak's wealth is legendary, but so too is its dwarven pride. As such, a Kundarak dwarf neither expects nor receives many great favors from the house.

Economics: A Kundarak heir in good standing is entitled to the use of a house safe-deposit vault, accessible from any Kundarak banking center, at one-tenth the normal cost (1 gp per day). In addition, Kundarak heirs can call upon other house services at a 50% discount. This includes the powers of dragonmark heirs, and loans at lower interest rates.

Information: House Kundarak and House Sivis maintain a close relationship, and a Kundarak heir can sometimes obtain services provided by Sivis at a discount of as high as 25%.

Favored in House Benefits

To the dwarves of House Kundarak, the Favored in House feat carries more weight than it does in most dragonmarked houses. In the same way that few house members question a character's motives for requesting favors, fewer still will forgive a favored character who abuses the privilege.

The following table indicates the types of favors a Kundarak character with the Favored in House feat might request.

FAVORED IN HOUSE KUNDARAK

DC[1]	Benefit
10	One free use of the least Mark of Warding; free use of an Iron Gate security regular (1st-level dwarf warrior) for 1 day; a loan of up to 100 gp/level at 10% per month, interest-free for 1 month[2]
15	One free use of the lesser Mark of Warding; free use of a Kundarak safe-deposit vault for 1 week; free use of 1d4 Iron Gate security regulars (1st-level dwarf fighters) for 1 week
20	One free use of the greater Mark of Warding; free use of a 3rd-level member of the Banking Guild or Warding Guild (least dragonmark) for 1 week; free use of 1d4 Iron Gate regulars (3rd-level dwarf fighters) for 1 day
25	Free use of a 5th-level member of the Banking Guild or Warding Guild (lesser dragonmark) for 1 week; free use of a Kundarak safe deposit vault for 1 year; free use of 1d4 Iron Gate elite (5th-level dwarf fighters) for 1 week

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.

GUILDS IN HOUSE KUNDARAK

If it's worth stealing, chances are that one of House Kundarak's two guilds can help keep it safe. Through its Banking Guild, Kundarak endorses loans (typically at 10% interest per year, plus a collateral requirement of the DM's choice) and letters of credit, in addition to providing safekeeping for some of Khorvaire's most valuable treasures. The Warding Guild boasts experts in defenses both magical and mundane.

THE BANKING GUILD

The Banking Guild oversees all major banking and finance across civilized Khorvaire, particularly in the Five Nations and the Lhazaar Principalities. Professions related to these services are the purview of the guild, which licenses bankers, coinmakers, gemcutters, goldsmiths, jewelers, moneychangers, moneylenders, treasurers, and similar professionals. It also works closely with the other guilds (particularly those of Cannith) to ensure fair standardization and stable pricing on goods and services.

THE BANKING GUILD

Associated Classes: Aristocrat, expert, warrior.

Associated Skills: Appraise, Craft, Diplomacy, Profession, Sense Motive, Speak Language.

THE WARDING GUILD

If the Banking Guild is the public face of Kundarak, then the Warding Guild is its quiet twin. The guild provides a wide array of services relating to security and protection, and shoulders the responsibility for licensing locksmiths, security guards, warders, and the like.

The Golden Door is a division of the Warding Guild that designs and implements security protocols of every kind, from mundane doors and locks to the most complicated magic wards. Among the dragonmarked, House Kundarak is best known for the work of this division.

The Iron Gate is the sister sect to the Golden Door. When living bodies are necessary for the safeguarding of valuable sites or objects, the soldiers of the Iron Gate are called. The division's leaders work closely with Deneith's Defenders Guild, and often send business that way when the job turns more on protection of the living than their material wealth. The soldiers of the Iron Gate are just as capable as Deneith's, but they try not to step on their human allies' toes. However, they can and do serve dwarves who prefer the protection of their own kind.

THE WARDING GUILD

Associated Classes: Artificer, expert, fighter, rogue, urban ranger*.

Associated Skills: Craft, Disable Device, Knowledge (architecture and engineering), Listen, Open Lock, Spot.

* See *Unearthed Arcana*.

PLAYING A MEMBER OF HOUSE KUNDARAK

All dwarves take great pride in their work and family, and as a member of House Kundarak, your honor is inextricably bound to both. You know the legends of your house and people as well as you know your own name, but threading through all those legends is the sense of worth that marks what it means to be a Kundarak. You are a role model among your people—a member of a clan that never claimed a crown yet has always managed to quietly lead.

Within the clans, some mistake your confidence for bravado, but you accept their jealousy for what it is. Outside the clans, you are typically shown the respect—or outright awe—that the position of your house demands. Though some speak in dark whispers of Kundarak as profiteers and hoarders of wealth, you dismiss them easily enough. For in the end, only those who have earned the respect of the Kundarak are worth your worry.

Combat

A member of a house of warders and protectors, you look upon unprovoked aggression with disdain. For long years, House Kundarak watched an endless cycle of reprisals decimate its people, and its stomach for barbarism is long gone. Savagery is for savages, not for dwarves of honor.

At the same time, your sense of honor means that you rarely back down from a fight—or at least from a worthy fight. When attacked, you are steadfast in your resolve and more than capable of standing your ground. As a Kundarak, you are fiercest when defending the lives, homes, or honor of those close to you.

Though House Kundarak would never sully its reputation for even-handed professionalism, individual adventurers within the house also enjoy honorable combat. If you are one of these, your regular tales of heroic exploits are bound to make you the envy of your fellows.

Advancement

An established hierarchy is essential for the smooth operation of house affairs, but Kundarak dwarves find little use for excessive bureaucracy or organization. Where other houses focus on advancement through the acquisition of individual rank and wealth, the heirs of Kundarak only promote the advancement of honor. Amassing great fortune and respect while climbing the ranks of the Banking Guild is desirable because increased wealth and the esteem of others translates to honor for the house at large. Wealth is not, however, an end in itself. Should you dishonor your house, no amount of money will ameliorate your shame.

As an adventurer, you have a higher profile (and are held to higher standards) than other house members. Although success in adventuring can earn you both wealth and respect, you are careful to not let your personal exploits overshadow the house you serve.

Missions

House Kundarak maintains its neutrality (and thus its reputation) by providing goods and services when called upon to do so, not by indiscriminately glorifying its talents. As an agent of House Kundarak, you undertake tasks that ultimately improve the honor of your house. If your talents lie in crafting iron, that is how you best serve; if seeking out and silencing Kundarak's enemies is your strong suit, then that you will do.

One matter on which House Kundarak brooks no internal dissent is the subject of order among the dragonmarked. Having learned from the endless clan wars and the more recent destruction during the War of the Mark, you are determined to diminish conflict between the houses.

HOUSE KUNDARAK IN THE WORLD

"When skies are blue, and peace falls o'er the land
The stonefolk are but humble lords of trade
But when the sky is red, the axe in hand
You see of what these noble folk are made."

—Danika Rumblestone, the Bard of Galethspyre

For millennia, House Kundarak watched its Mror kin claw their way out of barbarism. Today, these proud stonefolk know all too well that when battles must be fought, few respond as brutally and as efficiently as the Mror dwarves. As a result, few houses try harder than Kundarak to avoid conflict, and characters are more likely to encounter House Kundarak by seeking its assistance than running afoul of its plans. In all things, the house sees unity, not conflict, as the means to success.

The manticore that adorns the Kundarak seal is the symbol of an old legend. In the early days of the dwarves' exile, the manticores of the Ironroot Mountains were dispassionate observers of the conflict between clans. Then, in early skirmishes between the clans and the Jhorash'tar orcs, the dwarves found themselves steadily pushed back under waves of orc infantry better suited to fighting on the steep mountain slopes. Faced with a real possibility that the clans might not survive a coming midwinter assault, the Kundarak set out to forge an alliance with the manticores. In exchange for magically warding their mountain lairs against the aberrations that hunted there, Kundarak got these creatures to agree to aid the dwarves' cause.

When the Jhorash'tar assault came, it was met not only by dwarf axes on the ground but by manticores and their crossbow-wielding riders in the air. The orc threat was turned back, and the relationship between the dwarves and the Ironroot manticores has been strong ever since.

The Kundarak dwarves hail from an ancient clan structure. As a result, House Kundarak is organized somewhat differently from the system of viceroys, ministers, and seneschals that has become the standard of dragonmarked hierarchy.

The current head of House Kundarak is Morrikan d'Kundarak (LN male dwarf aristocrat 3/fighter 9/heir of Siberys 2), referred to as baron by those outside the house and as lord by those within it. Titles and positions within the house are hereditary, and are always passed down from father to son (or, in rare cases, to nephew) within the Kundarak line. Lord Morrikan is a shrewd and patient patriarch who has ruled his house for over a century. When the Last War broke out, Morrikan's voice from his observer's seat at the Iron Council was said to be the first to whisper of independence.

Below the lord are two additional positions of authority. Chieftain is another hereditary title, borne by the ranking member of a non-Kundarak bloodline within the house. Six house chieftains rule at any given time. Because the bloodlines within the house operate primarily in their own geographic areas across Khorvaire, chieftains end

A Ghorad'din strike team invades a duergar stronghold to free a kidnapped Kundarak heir

up taking on the standard role of viceroys within House Kundarak. Lord Kundarak is the chieftain for his own bloodline, and thus acts as viceroy for the house in the Mror Holds.

In ancient times, the hearthwarden was responsible for "keeping the house" of the clan. Today, the title is held by the administrator of a House Kundarak enclave. The majority of hearthwardens are female, and most are spellcasters. Hearthwardens are elected from within the house, but must be approved by the house lord.

In addition to the Warding Guild's Iron Gate and Golden Door, the house maintains two lesser-known orders not affiliated with guilds. The Keyguard are often believed to be a subdivision of the Golden Door, and thus controlled by the Warding Guild. The truth is that one can obtain the services of the Keyguard only from the house. The missions of this elite corps of sneaks and security specialists are decided at the upper levels of the house hierarchy. See the silver key prestige class on page 120 for more information.

New Feat: Manticore's Sting

You are a master of the art of throwing numerous, sharp projectiles, such as daggers and darts.

Prerequisites: Mror dwarf, Dex 17, Quick Draw, base attack bonus +6.

Benefit: When you take this feat, the range increment for daggers, darts, or shuriken increases by 10 feet when you throw them. In addition, as a standard action, you can throw two such weapons at the same time, provided you throw them at a single target within 30 feet. Both weapons use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special). The weapons you throw do not have to be of the same type.

For every five points of base attack bonus you have above +6, you may add one additional dagger, dart, or shuriken to this attack, to a maximum of four weapons (in any combination) at a base attack bonus of +16. However, each weapon after the second adds a cumulative –2 penalty on the attack roll, for a total penalty of –6 for three weapons, and –8 for four. Damage reduction and other resistances apply separately against each weapon thrown.

Special: Regardless of the number of weapons you throw, you only apply precision-based damage (such as sneak attack damage) once. If you score a critical hit, only the first thrown weapon deals critical hit damage; all the others deal regular damage. If throwing more than one type of weapon, you must declare which weapon you throw first before rolling damage.

The Ghorad'din ("manticore's tail") is the secret paramilitary arm of House Kundarak. Outside the house, few have heard of it, and all but a small handful of those are dwarves of other clans. Called into service only rarely, the Ghorad'din is the closest that Kundarak has to a force of house assassins.

House Kundarak is composed of nine bloodlines, including the Kundarak, the Durbannek, the Ghedin, and the Tuvodni. All nine can trace their lineage back to the first wardens who gained the surface world alongside the exiled clans.

NPC Reactions

House Kundarak has worked long and hard to establish its reputation. As a result, it has few enemies among the civilized races. Individuals might have a hostile reaction toward the house (being turned down for a loan can do that), but just as many work hard to impress a Kundarak upon first meeting. Due to Kundarak's relationship with House Sivis, most gnomes begin with a friendly attitude toward members of the house.

Though Kundarak claims neutrality in its dealings with the other dwarf clans, it wields great influence over the affairs of the Mror Holds. As such, the reaction of a clan dwarf to a member of the house depends less on any real relationship between house and clan than it does on what Kundarak is rumored to be up to. Only when a Kundarak faces some threat from outside the Mror Holds will members of all the clans typically come to his aid.

House Kundarak Lore

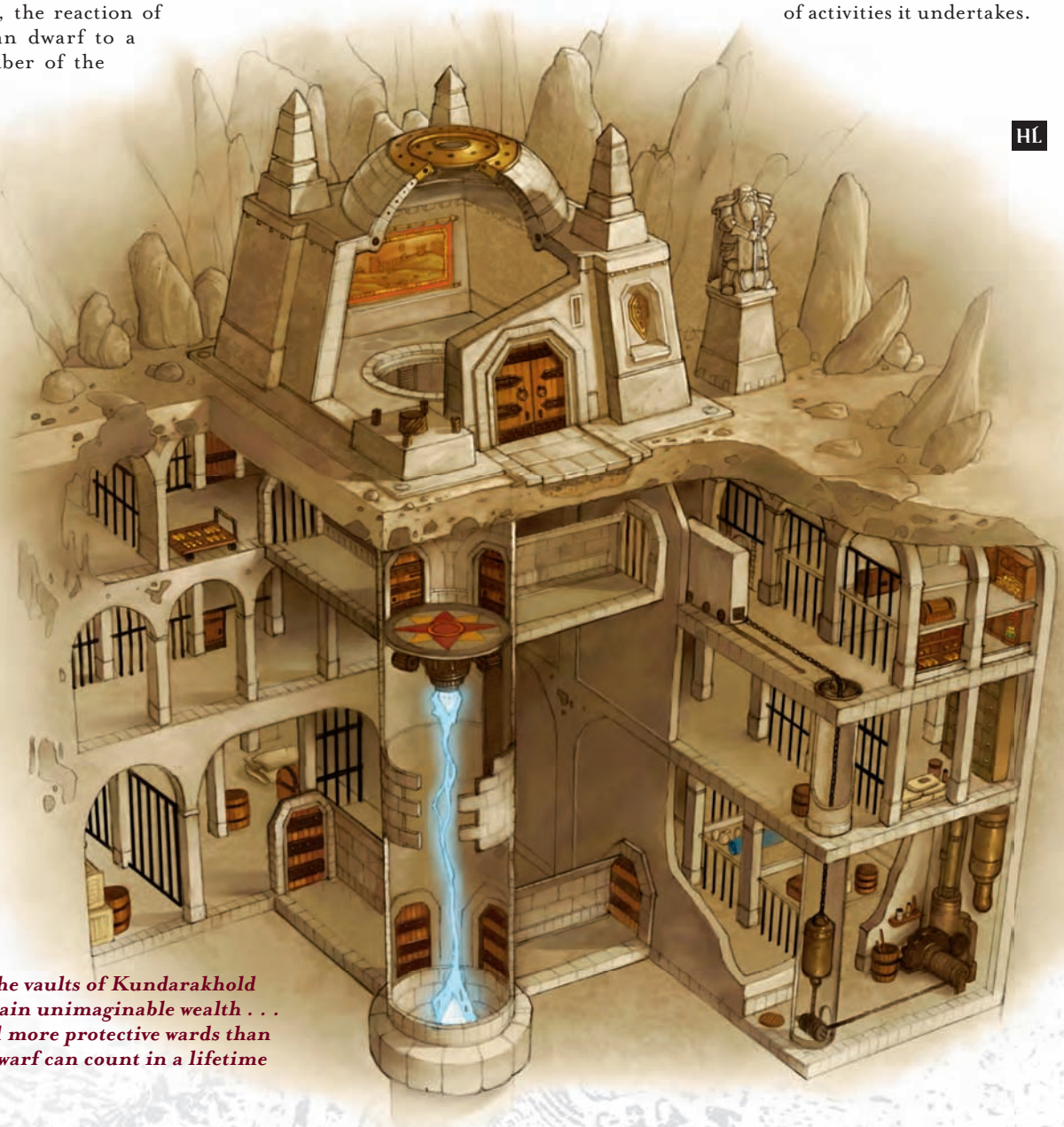
Characters with ranks in Knowledge (local Mror Holds) or Knowledge (nobility and royalty) can research House Kundarak to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Kundarak is made up of dwarf bankers and moneychangers. They run the banks, approve loans, and endorse letters of credit.

DC 15: Some Kundarak dwarves have the Mark of Warding, which bestows the power to secure and protect.

DC 20: Despite the refined demeanor and courtly savvy of a Kundarak dwarf, nearly every Kundarak dwarf knows how to carry himself in battle.

DC 30: Characters who achieve this level of success can learn important details about House Kundarak in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.



The vaults of Kundarakhold contain unimaginable wealth . . . and more protective wards than a dwarf can count in a lifetime

HOUSE KUNDARAK'S HOLDINGS

The first and greatest House Kundarak enclave is the stronghold of Korunda Gate, nestled high in the mountains of Kundarakhold. Nearly twenty thousand dwarves make their homes here, giving the house its own standing army should it ever need one. In the event that Kundarak's martial and magical prowess proves insufficient (a toe-curling thought), residents of Korunda Gate can flee to the extensive vaults beneath the city, where much of the house's wealth—and that of select clients—is stored.

Korunda Gate is large enough to require not just one, but an entire council of hearthwardens. All political, legal, and executive decisions still rest with Lord Kundarak and his family, but the council administers the day-to-day operations of the city as an enclave. The head of this council is given the honorific of matron, a position presently held by Matron Jakela Tuvodni (LN female dwarf aristocrat 1/wizard 7/dragonmark heir 4), the stern but much beloved "hearthwarden of hearthwardens."

MEMBERS OF HOUSE KUNDARAK IN THE GAME

The heirs of Kundarak are polite to a fault, particularly when dealing with potential clients or members of the other dragonmarked houses. Committed to maintaining the honor and reputation of their house, they understand the potential danger of a misplaced word. This is not to say that those of the house do not have their own ambitions and agendas, but all of Kundarak understands the critical importance of appearance.

Given the goods and services in which the house specializes, Kundarak heirs are often called on as security specialists, undertaking missions that easily dovetail into further adventures. A party with an heir of Kundarak could be recruited to work alongside any of the divisions of the house guilds, particularly the Iron Gate and the Golden Door.

Adaptation

In a standard EBERRON campaign, House Kundarak is a powerful financial empire that caters to the other dragonmarked houses with professional detachment. However, this detachment could easily disguise far more complicated or sinister motives. From its position in the center of Khorvaire's banking system, Kundarak could easily sway the fortunes of markets or even whole nations.

Lord Morrikan d'Kundarak of Korunda Gate

Sample Encounter

Though heirs of House Kundarak can be found anywhere in Khorvaire, encounters with such characters are likely to be tied to commerce. The house can easily turn out to be involved in the buying, selling, lending, or guarding of some treasure the PCs seek.

EL 13: Nearly every member of the dragonmarked houses knows the name and reputation of Morrikan d'Kundarak, Lord of House Kundarak. Though he spends much of his time in Korunda Gate, he ventures forth from the mountains for important business and political gatherings. When his dealings aren't taking him to house enclaves across Khorvaire, he can usually be found in the major cities of the Five Nations, particularly Korth, Wroat, and Sharn. If a group of adventurers includes a member in good standing of House Kundarak, there is always a chance that Morrikan will find a few minutes to meet with them.

LORD MORRIKAN D'KUNDARAK **CR 13**

Male dwarf aristocrat 3/fighter 9/heir of Siberys 2
LN Medium humanoid
Action Points 5
Init +1; **Senses** darkvision 60 ft., Listen +2, Spot +4
Languages Common, Dwarven, Gnome, Orc

AC 21, touch 11, flat-footed 20; +4 against giants (+1 Dex, +8 armor, +2 shield)
hp 115 (14 HD); **DR** 3/—
Resist stability (+4 against bull rush and trip)
Fort +15 (+17 against poison), **Ref** +10, **Will** +13; +2 against spells and spell-like effects, +3 against psionics

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Speed 20 ft. (4 squares); Pursue
Melee *+2 earthbound dwarven waraxe* +19/+14/+9 (1d10+8/×3) or
Melee *+2 earthbound dwarven waraxe* +17/+12/+7 (1d10+6/×3) if target not touching the ground
Base Atk +12; **Grp** +14
Atk Options Action Surge, Combat Reflexes, Improved Sunder, Power Attack, +1 on attacks against orcs and goblinoids
Combat Gear *potion of fly*
Spell-Like Ability (CL 15th):
1/day—*prismatic wall* (DC 19)

Abilities Str 14, Dex 12, Con 16, Int 14, Wis 14, Cha 12
SQ stonecunning (*PH* 15)
Feats Action Surge, Combat Reflexes, Education, Heroic Spirit, Improved Sunder, Negotiator, Power Attack, Pursue, Strong Mind, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Appraise +4 (+6 stone or metal items, +8 stonecarving), Bluff +3, Craft (stonecarving) +10, Diplomacy +10, Gather Information +5, Intimidate +5, Knowledge (architecture and engineering) +10, Knowledge (history) +6, Knowledge (nobility and royalty) +17, Listen +2, Profession (banker) +17, Search +2 (+4 secret doors), Sense Motive +7, Speak Language (Gnome), Spot +4
Possessions combat gear plus dwarven plate, mithral heavy shield, *+2 earthbound dwarven waraxe, glamerweave cloak of resistance +2, ring of invisibility, potion of eagle's splendor*

Hook "Welcome to my home, honored guest. Within these walls, no harm will come to you."

House Lyrandar

"Sovereigns and firstborn, grant me the four blessings promised to our people: dominion over the air, dominion over the water, fortune for my family, and fortune for my future."

—From the Oath of Lyrandar

House Lyrandar bears the Mark of Storm, using its power to dominate the shipping trade and shape the weather for economic gain. Members of the house see themselves as the heart of the Khoravar (or half-elf) race, divinely chosen to guide their people into the future. The Lyrandar viceroys are proud and ruthless: lords of wind and water, with powers any king would envy. The development of the airship has served to increase Lyrandar's already considerable power, and the house is poised to become one of the most influential organizations in Khorvaire.

Legacy of the Firstborn

Though the origins of House Lyrandar remain shrouded in myth, a few solid facts are known. Some twenty-six hundred years ago, a significant number of elves migrated to Khorvaire in the wake of the civil war in Aerenal that destroyed the line of Vol. Where elf and human settlements came into close proximity, intermarriage became common. However, when the earliest generations of half-elves were born, a good number of the elf settlers rejected them, leaving a population of half-caste children spread across human lands. Over the next six hundred years, this population grew.

According to house doctrine, the founders of Lyrandar were chosen by the gods themselves. The half-elves Lyran and Selavash were the first to manifest the Mark of Storm, both claiming to have received their marks accompanied by visions of the sovereign lords Arawai and Kol Korran. The sovereigns hailed the duo as the true children of Khorvaire. The half-elves were a race made strong through their hybrid blood, and would wield power over both nature and commerce.

In the decades that followed, Lyran and Selavash traveled across Khorvaire, preaching their vision to others of their kind. Tales of miracles performed by the pair are common, but all that can be said for certain is that both possessed an almost supernatural ability to inspire others of their race. The charismatic duo encouraged half-elves to form their own separate communities and to recognize themselves as a unique race—the Khoravar, or "Children of Khorvaire." Their followers began to call Selavash and Lyran the Firstborn, naming themselves "children of Lyran," or Lyrandar.

As proscribed marriage within the Khoravar community began to make Lyrandar a line of related families, the Mark of Storm spread through those families with great speed. Those blessed by this magic soon became House Lyrandar, operating a small fleet of swift ships and providing fair weather to farmers in need. Long after Selavash and Lyran had passed away, legends of the Firstborn continued to spread. To this day, a good number of Lyrandar believe that the spirits of the founders still guide the house.

Like many dragonmarked houses, Lyrandar's fortunes have shifted with the end of the Last War. The Korth Edicts placed limits on the houses owning land and maintaining military forces, but with the collapse of Galifar, Lyrandar has been able to circumvent both restrictions. The house owns a number of stormships (described in *Explorer's Handbook*), ostensibly to defend its fleets against piracy. The house has also developed extensive holdings in Valenar, and appears to have considerable influence there.

House Lyrandar as an Organization

"This drought is a terrible affair, your highness. When you decide it's gone on long enough, you know our rates."

—Taelyn d'Lyrandar, envoy of the Raincallers Guild

House Lyrandar dominates two quite different fields. The Windwrights Guild controls the shipping trade, while the smaller Raincallers Guild has made a fortune through control of the weather. The half-elves of Lyrandar might be farmers, sailors, raincallers, or diplomats serving the interests of the Khoravar people. Regardless of trade, they are united by racial pride and a firm belief in the future of their house.

Joining House Lyrandar

Since the days of Lyran and Selavash, House Lyrandar has been a haven for the Khoravar people. The viceroys of the house actively encourage any half-elves to join the house guilds, and any Khoravar who shows exceptional skill has a chance to be adopted into the house. Members of other races can serve in the guilds, but they are often excluded from holding high office. Lyrandar heirs are strongly discouraged from marrying any but other Khoravar, and in the past, this was grounds for excoriation.

The Kraken Prince

The seal of House Lyrandar is a kraken surrounded by four lightning bolts, commonly attributed to one of the best-known tales of the Firstborn. In this legend, Lyran is at sea when his ship is set upon by a fleet of four reaver vessels. Lyran warns the pirates that he holds the blessing of Arawai, but they do not listen. Moments later, a kraken rises from the depths, summoning lighting to shatter the pirate vessels as Lyran's ship speeds safely on.

Beyond the common legend, the less well-known doctrine of the Storm Front (see page 50) claims that the Firstborn did not die but became immortal krakens, and that this is a state any Lyrandar heir can reach. According to this tale, the kraken lords remain in the depths of the sea, guiding the Storm Front by way of dreams and visions as they help their descendants achieve true dominance over the waves.

The majority of the low-ranking members of House Lyrandar are aristocrats, experts, and magewrights, while talented heirs often follow the path of the bard, rogue, swashbuckler (from *Complete Warrior*), or wizard. Raincallers and members of the organization known as Sela's Path (see page 50) can be clerics, adepts, or even druids. Over the course of the last century, a number of heirs have become artificers, seeking to reduce Lyrandar's dependence on House Cannith for the bound-elemental vessels that are its lifeblood.

ENTRY REQUIREMENTS

Race: Half-elf.

Special: Must be related to a member of House Lyrandar by blood, marriage, or adoption.

The majority of members of House Lyrandar are tied to the Windwrights Guild. Whether shipwrights, sailors, navigators, guides, or guards, they treat the sea as a second home. Those heirs who choose not to serve in the guilds focus on the overall administration of the house, often serving as advocates for the Khoravar race. The vision of the Firstborn remains at the core of House Lyrandar, and heirs continue to work toward their vision of a unified Khoravar race—and, potentially, a Khoravar homeland.

Though some houses put pressure on scions to become agents, Lyrandar encourages a certain level of independence among its heirs. The house often supports the wayward lives of its adventuring scions, with the understanding that these prodigals will someday return to the fold and put their skills to work.

HOUSE LYRANDAR BENEFITS

Lyrandar is one of the most widespread houses geographically, and house heirs can take easy advantage of Lyrandar's reach.

Economics: A member of House Lyrandar in good standing with the house can usually secure free passage on a Lyrandar vessel, provided that he is willing to work during the voyage. If he wants all the privileges and comforts of a guest, or if he seeks passage for his companions as well, he can obtain a 50% discount on the fare.

Gear: Lyrandar heirs with enough wealth can purchase mundane ships, elemental vessels, and the equipment associated with either at 75% of normal cost. Vessels available for purchase are typically those decommissioned by the house, and they might not be in top condition.

Favored in House Benefits

Favored members of House Lyrandar have access to the house's transportation services that makes them the envy of other adventurers. The following table indicates the types of favors a Lyrandar character with the Favored in House feat might request.

FAVORED IN HOUSE LYRANDAR

DC[1]	Benefit
10	One free use of the least Mark of Storm; free one-way fare passage (any distance) for four characters on a Lyrandar sailing ship[2]; information regarding cargo manifest, passenger list, and so on for any Lyrandar vessel; a loan of 100 gp at 10% per month[3]
15	One free use of the lesser Mark of Storm; free one-way fare passage (any distance) for four characters on an elemental galleon[2]; use of a Lyrandar-trained crew for an independent vessel at half normal cost
20	One free use of the greater Mark of Storm; free use of a 3rd-level member of the Windwrights Guild or Raincallers Guild (least dragonmark) for 1 week; free one-way fare passage (any distance) for four characters on an airship[2]; one free use of house contacts to openly move cargo without a letter of marque[3]
25	Free use of a 5th-level member of the Windwrights Guild or Raincallers Guild (lesser dragonmark) for 1 week; free use of a chartered elemental galleon and crew for 1 week; free use of a chartered airship and crew for 1 day; one free use of house contacts to secretly move cargo without a letter of marque[4]

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 Regular routes only. Available destinations and departure times to be determined by the DM. Non-paying passengers are expected to work. See *Explorer's Handbook* for more information on air and sea travel in Eberron.
3 A character can have no more than one loan at a time.
4 Though this activity is already illegal, add another 5 to the check DC for dangerous activity.

PLAYING A MEMBER OF HOUSE LYRANDAR

You take pride in your house, and with good reason. The wind is your ally, the sea your dominion. The Last War shattered Orien trade routes and devastated House Cannith, but your people are stronger than ever. With the development of the airship, you have risen from the seas to claim the sky.

Racial identity is an important part of House Lyrandar. In a world where nationality and faith often take precedence over race, your family has woven all three together. You have been taught that the Khoravar are a blessed people with a grand future, and that House Lyrandar lies at the center of this destiny. Humans came from Sarlona, elves from Aerenal. Your kind are the true children of Khorvaire, and the world is yours.

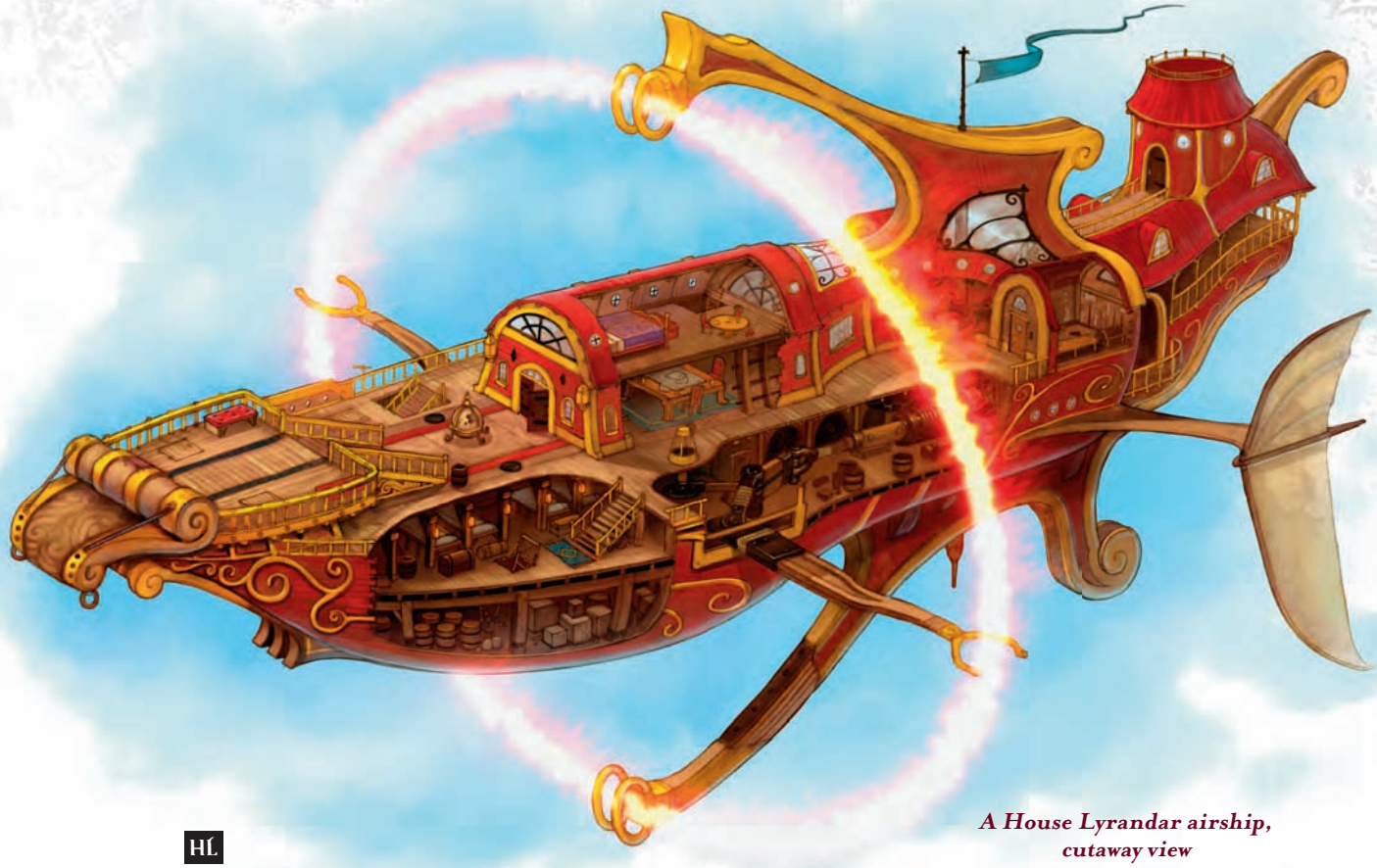
For those in the Windwrights Guild, the connection to the sea is always strong. The *Stormwrack* supplement contains a number of character options suitable for heirs of Lyrandar, as well as numerous challenges for characters who make a life on the open water.

Combat

As a Lyrandar heir, you take a creative approach to conflict. Lyrandar swashbucklers love dueling and swordplay, but it is often far more effective to use *control weather* to sink an opponent's ship rather than face him in personal combat. Battle is never a game, though. You strike decisively, whether you employ magic, a weapon, or clever diplomacy. If you can redirect the hostility of two different foes at each other instead of at you, so much the better.

Advancement

Whether you were born into Lyrandar or adopted by the house, your rank is determined by your service to the house, service to the guilds, and service to the Khoravar race. Though the swiftest way to earn the respect of the viceroys



HL

A House Lyrandar airship, cutaway view

Guilds in House Lyrandar

The Windwrights Guild, with its dashing pilots and sleek elemental craft, is the public face of House Lyrandar for most Khorvairians. However, by virtue of its influence on agriculture, the smaller Raincallers Guild arguably has a larger impact on life in Khorvaire.

The Raincallers Guild

A character with the Mark of Storm can summon rain to save farmers from drought or keep a hurricane from devastating a coastal city. The Raincallers Guild has devoted centuries to the development of irrigation systems, dams, canals, levees, and reservoirs to help control the forces of nature. The unmarked members of the guild focus on these services. In addition, Raincallers often serve as traveling emissaries of House Lyrandar, and are trained in the arts of diplomacy. Large cities often have Raincaller outposts, but the guild also maintains a corps of wanderers who travel regular circuits throughout the agricultural regions of the Five Nations.

THE RAINCALLERS GUILD

Associated Classes: Adept, aristocrat, cleric, commoner, druid, expert, magewright.

Associated Skills: Diplomacy, Knowledge (architecture and engineering), Knowledge (geography), Knowledge (nature), Profession (farmer), Survival.

The Windwrights Guild

The Windwrights Guild dominates the shipping trade. The core fleet of the guild is made up of the elemental-bound vessels and airships of House Lyrandar, crewed by heirs of the house and providing speedy transport by water or air. However, the vast majority of the guild is composed of independent captains who need not be heirs of the house, or even half-elves. To earn the flag of the Windwrights Guild, a captain must pass regular inspections and pay house dues. In exchange, the guild connects him with customs and cargo.

Common belief holds that captains who choose to work outside the guild are likely to suffer "accidents" ranging from deadly weather to sabotage or piracy. Regardless of whether Lyrandar truly engages in such sinister practices, the rumor alone is enough to convince prospective clients to rely on guild shipping, forcing most captains to work within the guild. The sailors of the Lhazaar Principalities are a notable exception to this rule, and there has long been tension between the Windwrights and the eastern sea lords.

THE WINDWRIGHTS GUILD

Associated Classes: Artificer, commoner, expert, ranger, rogue, sorcerer, swashbuckler*.

Associated Skills: Balance, Climb, Knowledge (geography), Profession (sailor), Swim, Use Rope.

* See *Complete Warrior*.

is by serving as an agent of the house, young Khoravar are often encouraged to wander and learn the ways of the world. Sail the seas, see distant lands, and whenever possible, serve your people in the process. The knowledge you acquire and the contacts you make will serve the house in time.

Many Lyrandar viceroys are middle-aged or older, and the general philosophy of the house is to leave administration to those seasoned by work and the world. You are young, so enjoy your youth. The house will come to you if it has a task to be performed, and your service will be remembered when the time comes.

Missions

House Lyrandar engages in any number of schemes. As an heir of the house, you could find yourself mediating talks between Valenar elves and Karrn soldiers. You might be sent to hunt pirates in the Lhazaar Sea, or to track down an artifact in Xen'drik that might be the key to a superior bound-elemental design. Perhaps you will need to locate, salvage, and destroy a prototype airship lost in the Mournland. Though these are challenging tasks, your dedication to your house could also be tested by darker deeds. A renegade artificer perfecting the means to control an elemental vessel without a dragonmark is a danger to Lyrandar's future. Lyrandar's future is your future, and you know what you must do.

Baron Esravash d'Lyrandar of Stormhome

HOUSE LYRANDAR IN THE WORLD

"Proud folk, the Lyrandar. Those airships let 'em look down on us little folks. It's a fine thing to be so high, but it hurts all the worse when you finally fall."
—Kessler, poet of Sharn

Adventurers who travel by air or by sea do business with House Lyrandar on a regular basis. Yet the kraken lurks beneath even the fairest seas, and it is hard to see how far its tentacles reach. House heirs and half-elf adventurers might find House Lyrandar to be a valuable patron, but those who cross it find that the kraken is a deadly foe.

House Lyrandar uses the standard hierarchy of the dragonmarked houses. The house leader holds the title of matriarch or patriarch, but is often addressed as "firstborn" by members of the house who believe that Lyran and Selavash speak through her. The current matriarch is Esravash d'Lyrandar (NG female half-elf expert 7/dragonmark heir 2), one of the youngest matriarchs in the house's history.

In addition to the Raincallers Guild and the Windwrights Guild, House Lyrandar controls a number of smaller agencies and cabals. Sela's Path is the priesthood of House Lyrandar. The cult reveres Arawai, Kol Korran, Lyran, and Selavash. Its adherents maintain that the souls of the firstborn serve as intermediaries between the Khoravar and the Sovereign Host, just as Tira Miron is said to speak for the Silver Flame.

Lyran's Gift is the arcane research arm of the house. The Gift helps Lyrandar spellcasters hone their skills, and it works in concert with House Cannith and the Twelve to develop new forms of magic.

The Storm Front is rumored to be a cult operating within House Lyrandar whose members believe that the Mark of Storm is not a gift of Arawai and Kol Korran but the mark of the Devourer. Cult members maintain that the greatest members of the house live on as krakens in the deep, and that these immortal elders guide the Storm Front through visions. The Storm Front believes that the power of the Mark of Storm was meant to be used for destruction, and that the Khoravar should seize dominion through force, not wait for their time to come. Darker tales suggest that Esravash is just a figurehead or a dupe, and that the Storm Front is the true power guiding House Lyrandar. According to these rumors, the cult maintains hidden enclaves throughout coastal Khorvaire, including Tlalusk Island off the Demon Wastes.

NPC Reactions

House Lyrandar has long championed the Khoravar race, and Lyrandar heirs receive a friendly reaction in many half-elf communities. At the same time, those half-elves who prefer to maintain strong ties to humans and elves (an attitude common in House Medani) see arrogance in the Lyrandar, and can be unfriendly or even hostile to their cousins. Lyrandar heirs face an unfriendly reaction from the people of the Lhazaar Principalities, but a friendly welcome in Valenar.

Lyrandar does its best to spread its dealings across the dragonmarked houses, hiring protection from both Deneith and Tharashk, while using both Phiarlan and Thuranni for intelligence and covert services. Its relationship with House Medani is sometimes strained (as discussed in Estranged Siblings, page 53), but tensions with House Orien run high. Orien suffered during the Last War, and the airship poses a serious threat to their monopoly on overland transportation. Orien heirs are typically unfriendly toward Lyrandar heirs, but real conflict seldom arises between them.

HOUSE LYRANDAR LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Lyrandar to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Lyrandar can call the winds to speed ships across the water or bring the rain to a thirsty farmer's fields. The house also owns the airships that cruise the skies over Khorvaire.

DC 15: The Mark of Storm is carried by Lyrandar half-elves, who prefer to be called "Khoravar." It is rare for a member of any other race to rise in the ranks of a Lyrandar guild.

DC 20: House Lyrandar is rumored to have its own pirate fleet that preys on captains who work outside the Windwrights Guild, and numerous reports indicate that elemental binders who try to make ships that non-house members can control have suffered dubious accidents.

DC 30: Characters who achieve this level of success can learn important details about House Lyrandar in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE LYRANDAR'S HOLDINGS

The matriarch of House Lyrandar has her seat in Stormhome, an island off the northern coast of Aundair. Lyrandar mages transformed this once-desolate island into a paradise, and it is now home to a number of Ghallanda resorts in addition to the Lyrandar enclave. An Aundairian garrison stationed on Stormhome protects the entrance to Scion's Sound, but the island is informally considered House Lyrandar's territory. It has long been a hotbed of intrigue.

Beyond Stormhome, House Lyrandar has enclaves in most major port cities of Khorvaire, in addition to land in Valenar that it holds in violation of the Korth Edicts. The Valenar elves have little interest in fallen Galifar's laws, and this suits Lyrandar well.

MEMBERS OF HOUSE LYRANDAR IN THE GAME

Airships are often an adventurer's definitive mode of transportation, and a colorful contact in House Lyrandar can add flavor to any campaign. The house can be a generous patron to half-elf adventurers, and it might be interested in adopting a half-elf (dragonmarked or otherwise) with the right skills. Adventurers could be called upon by the house to test prototype airships, accompany missions of exploration, or take part in clandestine efforts to transform Valenar politically, creating a Khoravar nation under the very eyes of the warrior elves.

Alternatively, Lyrandar's ruthless nature and ambition make the house a compelling foe. Dark rumors tell how the house engages in extortion, weather manipulation, blackmail, piracy, and murder to accomplish its goals. Even if the matriarch does not support such strongarm tactics, the sinister Storm Front cult has supporters throughout the house, and it might do so without her knowledge.

Adaptation

What if the members of Storm Front are correct? Is House Lyrandar truly touched by the Devourer, guided by kraken lords hidden in the depths of the seas? If so, the secret masters of the house could be waiting for the proper conjunction of planes and prophecy. When the time is right, they will drive the Valenar to war, unleash a hidden fleet of stormships and armored airships, and send the full hurricane force of the Mark of Storm against the cities of Khorvaire. Will PC heirs of Lyrandar oppose this plan, or will they embrace it and the destiny it promises?

Sample Encounter

Lyrandar heirs are everywhere in Khorvaire, and they carry themselves with an easygoing amiability—as long as they get the respect they feel they deserve. Lining up transportation, particularly in the more dangerous areas of Khorvaire, almost inevitably brings PCs into contact with the house and its people. A hazardous journey on a Lyrandar airship or wind galleon might prove as challenging as the adventure it sets in motion.

Stormhome, City of Escapes

Taelyn d'Lyrandar,
trusted envoy of House Lyrandar

EL 6: Taelyn d'Lyrandar does not possess the Mark of Storm. He cannot call the rain or command the elemental energy that drives an airship, but what he lacks in mystical power, he makes up for in wit, charm, and pure dedication to the cause of his house. As a trusted envoy of Lyrandar, Taelyn could serve as a liaison for the party or as the house delegate on the opposite side of a critical negotiation.

Having cut his diplomatic teeth on verbal duels with Zil ambassadors, Taelyn is not easily provoked. Words are his weapons, and he uses Sense Motive to search for his enemies' weaknesses.

Taelyn d'Lyrandar **CR 6**
Male half-elf expert 5/wizard 2
N Medium humanoid (elf)
Action Points 3
Init +0; **Senses** low-light vision, Listen +5, Spot +7
Languages Common, Elven, Gnome, Orc

AC 12, touch 10, flat-footed 12
(+2 armor)
hp 27 (7 HD)
Immune sleep
Fort +3, **Ref** +3, **Will** +11 (+13 against enchantment)

Speed 30 ft. (6 squares)
Melee mwk dagger +4 (1d4–1/19–20)
Base Atk +4; **Grp** +3
Combat Gear *potion of cure moderate wounds, potion of eagle's splendor, potion of blink, wand of sleep* (25 charges)
Wizard Spells Prepared (CL 2nd):
1st (3/day)—*charm person* (DC 14), *endure elements, comprehend languages*
0 (4/day)—*arcane mark, detect magic, light, message*

Abilities Str 9, Dex 10, Con 10, Int 14, Wis 14, Cha 16
Feats Education, Favored in House, Heroic Spirit[B], Negotiator
Skills Appraise +4, Bluff +12, Diplomacy +18, Disguise +3 (+5 to act in character), Gather Information +15, Intimidate +15, Knowledge (local) +7, Knowledge (nobility and royalty) +7, Listen +5, Perform (oratory) +10, Profession (sailor) +5, Sense Motive +14, Spot +7, Swim +4
Possessions combat gear plus leather armor, masterwork dagger, *cloak of resistance +2, feather fall* token

Hook "Destiny is like the wind. Will you fight against it, or let it fill your sails?"

House Medani

"Let the other houses bluster and call us 'upstart.' When they realize we hold the keys that can release the secrets of the Five Nations, they will learn respect."

—Baron Trelib d'Medani,
patriarch of House Medani

Of the twelve dragonmarked houses, House Medani has the lowest profile—and that's how the house's heirs prefer it. The half-elves of Medani bear the Mark of Detection. Through the Warning Guild, they offer their services as bodyguards, inquisitives, and sentries to clients across Khorvaire.

Medani is the youngest of the dragonmarked houses to originate within the Five Nations, with the Mark of Detection appearing only shortly before the War of the Mark. The Medani families banded together in pre-Galifar Breland prior to that conflict, but had few aspirations beyond being left alone. Only in the aftermath of the War of the Mark did Medani's elders bow to the pressure of the other houses and take their place among the dragonmarked.

Despite often strained relations with the other houses, Medani's collective voice carries weight. The house's warnings are ignored at the listener's peril, but Medani's iconoclastic nature makes it sometimes difficult to work with.

Warning Signs

Though any number of organizations might claim a lock on the truth, House Medani can back that claim. Those who possess Medani's mark can sense arcane and divine power, the taint of poison, unseen intruders, or magical observation from a world away. All Medani heirs train in the use of logic, perception, and techniques for assembling fragments of evidence into a recognizable whole. As allies, they are formidable; as enemies, even more so.

The Medani alliance existed before Galifar: a collection of families based in the former Medani provinces of what would one day become Breland. Already accustomed to blending into human or elf society, the half-elves of the Medani concealed their dragonmarks when they first appeared. A close-knit society, they were content to use the Mark of Detection quietly, building a reputation as bodyguards and scouts while attempting to avoid the growing conflicts of the other dragonmarked.

House Cannith discovered Medani partway through the War of the Mark. At first, it was thought that the Mark of Detection might simply be a prevalent aberrant dragonmark, but that conjecture was quickly discarded. Cannith finally tracked down the elders of the Medani families and convinced them (some say threatened) to take their place alongside the other dragonmarked houses.

Even today, distaste for authority runs strong in Medani, giving rise to aloofness that many dragonmarked ascribe to the house. Medani is forthright in its views on house politics and is an active participant in the Twelve, but representatives of the other houses sometimes claim that House Medani works against their interests as often as it supports them.

Friends in High Places

By virtue of its geographic origins and current leadership, however, House Medani has a close relationship with the Brelish crown. The house is based in Wroat, and Baron Trelib (NG male half-elf rogue 7/master inquisitive 2) is a long-standing friend of King Boranel. During the Last War, Medani maintained the same steadfast neutrality as the other dragonmarked houses. However, it is rumored that a good portion of the wartime intelligence directed to Breland from its allies in Zilargo might have originated with Medani—the house using connections of Sivis to assist its homeland while maintaining necessary secrecy.

Though the dragonmarked houses are directed to carry on their mercantile operations at a neutral distance from the nobility of the new Khorvaire, Trelib's close relationship with King Boranel often causes the house to deal more favorably with Breland than with the rest of the Five Nations. Trelib is known to have supplied a number of Medani operatives to Boranel's court, and is also charged with discovering who assassinated Boranel's first wife, Queen Chaseva. Those close to Trelib speak of his utter devotion to solving the murder, but all his efforts to date have proved fruitless.

Though this close relationship angers many outside Breland (nobles and dragonmarked alike), some Brelish have their own concerns. Within the King's Dark Lanterns, high-placed operatives wonder openly whether Boranel is in fact being played by Medani—and whether Trelib's long years of friendship have enabled him to place deep-cover agents within the ranks of the Brelish court or the Lanterns themselves.

Baron Trelib d'Medani of Wroat

Estranged Siblings

Though both Lyrandar and Medani are made up of half-elves, little love is lost between the two houses. Unlike Ghallanda and Jorasco, Lyrandar and Medani formed at different times, in different areas, and under very different circumstances. Lyrandar is ambitious and ostentatious, while Medani is focused and withdrawn. The former prides itself on its diplomacy and political acumen, while the latter has no fear of playing favorites.

Despite their dissimilar temperaments, the two houses have some common ground. A subtle disdain for those who feel entitled to power shows in their dealings with the other houses (particularly Cannith), as does a preference for working with the common folk of Khorvaire rather than the elite. On rare occasions, they have supported one another against initiatives among the houses and movements by the nobility to limit the power of the dragonmarked. Such alliances are short-lived, however, and often conveniently forgotten.

House Medani as an Organization

"The likeness of the viceroy was good enough to fool the duke and his entourage, I'll give him that. Changeling or no, he needed to learn a few things about how to sell state secrets, though. Four years in the Citadel should give him plenty of time."

—Brina d'Medani, inquisitive of the Warders Guild

House Medani is a dragonmarked house of half-elves who carry the Mark of Detection in their bloodlines. It is one of the youngest of the houses, formed only at the end of the War of the Mark, though it had existed informally for some time in pre-Galifar Breland. Medani primarily works for clients in Breland and central Khorvaire, but its agents are found across the continent.

Joining House Medani

The half-elf blood of Medani has a strong influence on the views of the house. Accustomed to walking between worlds, the house values the racial heritage that allows its members to move in both elf and human society with ease. Unlike House Lyrandar, Medani favors occasional intermarriage to elves or humans, both as a means of renewing the connection to its ancestral blood and to add to the house's expansive social connections. Other races are not considered candidates for marriage, and such matches are actively frowned upon by house elders.

House Medani is not so particular when it comes to its hirelings. Any individual with the proper aptitude can apply to the Warning Guild, be granted certification, and work under the house banner, if not for the house itself. This is particularly true in Wroat and Sharn, but even in Medani's smaller enclaves, the house typically hires individuals based on talent alone.

House Medani prizes critical thinkers of all types. Spellcasting ability is valued, but is not considered a replacement for an analytical mind and keen judgment. Members of the house gravitate toward the classes of expert, rogue, and bard.

Entry Requirements

Race: Half-elf, elf, or human.

Special: Must be related by blood or marriage to a member of House Medani.

Members of House Medani and the Warning Guild learn quickly that they must make their own way in the world. Medani is not the most powerful house, nor the most populous. The strengths of its members are keen insight and a learned ability to predict the actions of those around them based on the evidence at hand. To that end, the house employs its members not in the collection

House Medani inquisitives are frequently called upon to investigate crimes that baffle local law enforcement

Guilds in House Medani

House Medani and the Warning Guild are synonymous in the minds of many Khorvairians, few of whom realize the degree of official separation that stands between them. Rather than a simple extension of the house, the Warning Guild has grown into an affiliated but largely independent entity. The Mark of Detection often leads to meddling in unpleasant affairs; official separation keeps the house at a safe distance whenever the unpleasantness turns out to involve the nobility or the dragonmarked houses themselves.

While the Warning Guild provides valuable experience and training for its members, House Medani's ministers realize that not everyone's gifts are best suited to that path. Heirs and house members whose skills lie elsewhere are encouraged to pursue them, as long as those pursuits benefit the house eventually.

Warning Guild

The Warning Guild is administered by members of House Medani, and it reports to the Medani patriarch and his council quarterly with financial reports and news of particular interest to the house leadership. Members of the Warning Guild do not gather information in the same manner as a Phiarlan agent, a Thuranni operative, or even a Ghallanda barkeep. Rather, they piece together a map of the subtle plots threading Khorvaire by keeping those plots from coming to pass. Only when Aurum agents are revealed within the Brelish court can the chain of orders and intrigue that brought them there be carefully unraveled. When an assassination attempt against a Cannith seneschal is prevented, it unlocks layers of scheming that would otherwise never come to light.

The Warning Guild provides certification and contract employment for bodyguards, inquisitives, and sentries across Khorvaire, though the bulk of its work is in the larger cities. Bodyguards in Khorvaire can be hired from any number of sources, but those of the Warning Guild are not hired primarily for their muscle or skill with a blade. Rather, House Medani specializes in anticipating attacks and preventing them before strength and steel are ever needed.

The guild has enclaves throughout the Five Nations, but they are always small and unmarked. If a potential guild member can't find the place on her own, that doesn't bode well for her future in that line of work.

WARNING GUILD

Associated Classes: Bard, expert, rogue.

Associated Skills: Diplomacy, Gather Information, Listen, Search, Sense Motive, Spot.

of intelligence (the long-standing purview of House Phiarlan and, more recently, House Thuranni), but in counterintelligence. Medani does not traffic in secrets; it helps to keep them.

Medani agents and inquisitives work to detect and disrupt the theft of goods and information. Some focus on the more traditional physical methods of doing so; others take a more subtle approach. All Medani heirs train in close combat, with a focus on surprise tactics. They are not masters of disguise, nor are they especially gifted at blending into a crowd, but no one can pick a target out of that same crowd faster than a Medani heir.

HOUSE MEDANI BENEFITS

Members of House Medani can call upon the resources of their house in the major cities of central Khorvaire, and anywhere outside the Five Nations where the house has holdings.

Economics: The Warning Guild's urban enclaves double as a network of safe houses. House members can obtain free, nonsecure lodging at any enclave, but might be asked to perform service for the guild in exchange (especially if non-Medani companions require lodging as well).

Services: Members of House Medani can make use of any of the regular services of the Warning Guild at 50% of normal cost.

Information: House Medani members can make use of current information uncovered by members of the Warning Guild in the course of their work. While in a house enclave, a member can gain a +5 bonus on a single Knowledge, bardic knowledge, or lore check per day.

Favored in House Benefits

House Medani's narrow commercial focus provides its members with an equally narrow range of benefits. The following table indicates the types of favors a Medani character with the Favored in House feat might request.

FAVORED IN HOUSE MEDANI

DC[1]	Benefit
10	One free use of the least Mark of Detection; free use of a 1st-level member of the Warning Guild for 1 day; use of house contacts to gain a +3 circumstance bonus on a Gather Information check; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Detection; free use of 1d4 2nd-level members of the Warning Guild for 1 week; use of house contacts to gain a +6 circumstance bonus on a Gather Information check; free use of house contacts to have minor trouble with the law disappear[3]
20	One free use of the greater Mark of Detection; free use of a 3rd-level member of the Warding Guild (least dragonmark) for 1 week; use of house contacts to gain a +9 circumstance bonus on a Gather Information check; free use of a secured safe house for four characters for 1 week[4]
25	Free use of a 5th-level member of the Warding Guild (lesser dragonmark) for 1 week; free use of a secured safe house for four characters for 1 month[4]; use of house contacts to gain a +12 circumstance bonus on a Gather Information check

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.
3 At the DM's discretion.
4 Nonmagical attempts to locate characters in a Medani safe house (for example, using the Urban Tracking feat) take a –20 penalty.

PLAYING A MEMBER OF HOUSE MEDANI

As a member of House Medani, your life revolves around subterfuge—not engaging in it, but preventing others from doing so. You see the world around you as an intricate web of schemes, plots, and counterplots. Assessing the range of possibilities, you use instinct to predict and defend against those that threaten your clients, and do so well before threats can turn to danger. Defending against an assassin's blade is a job that any Deneith sellsword or Tharashk enforcer can do well enough. Making sure that blade is never drawn is the Medani way.

Combat

You are trained to handle yourself in a straight-up fight, but the best defense is to eliminate a foe before he has a chance to join battle. When combat is necessary, you engage on your own best terms. Ambush, surprise, debilitating poison or magic, the advantages of terrain—all are tools in your arsenal, and you have no compunction against using them. In combat as in all things, you seek to predict the actions of others and execute your response in such a way that the foe never sees it coming. If your tactics fail, no quarter will be asked or given. The safety of the client comes first—everything else is academic.

Advancement

Advancing in the Medani hierarchy is not necessarily dependent on performance in the Warning Guild. Though you will be encouraged to consider joining the guild, Medani recognizes that not everyone is suited for its rigorous (and sometimes dangerous) fieldwork. In fact, a number of house patriarchs have never been members of the guild—most notably Stavros, a great tactician of five centuries past who lost the use of his legs as a child.

Your house is a close-knit one, but the nature of your work makes you constantly aware of the danger of betrayal and infiltration. However, from the moment you prove yourself, you are part of an elite group. Your family and people dedicate their lives to others—watching, waiting, and ensuring that those in their care live to see tomorrow unharmed.

Missions

When not tasked with a specific assignment (most often protecting nobles or the dragonmarked elite from assassination, kidnapping, and the like), you will find yourself engaged in Medani's more general business of sifting the plots that run rampant in Khorvaire. When the Warning Guild hears a growing rumor of a

new Droaam incursion, you follow those rumors from Sharn to Graywall and beyond—confirming these plots by shutting them down. When a noble is blackmailed, you are not content to simply keep terms of the payment quiet, but will work your way back to discover who gave the order, and why. Beneath the veneer of civil politics, the plots of Khorvaire are given life by noble courts, criminal guilds, and dragonmarked houses alike. In the end, you see through their deception as no one else can.

HOUSE MEDANI IN THE WORLD

"The Tharashk thumb-breakers, the Marshals, the Medani. They'll all find out what you know, however they have to do it. But with House Medani, you're likely to find out who it is you're really working for—and just how much of the whole plan they bothered filling you in on."

—Guard Svaro Entirre, Sharn watch

In a world in which secrets, espionage, and assassination can be bought and sold on the open market, the role of the counterspy takes on great significance. House Phiarlan, House Thuranni, the King's Dark Lanterns, the Royal Eyes, the Aurum, the Emerald Claw, and uncountable other organizations weave their webs of intrigue across Khorvaire—all the while cursing the agents of House Medani who undo their well-wrought plans.

Urban campaigns in particular can easily entwine a party with House Medani, even if none of the PCs has any affiliation with the house. The party could run headlong into a Medani investigation, become involved with a character being guarded by a member of the Warning Guild, or join forces with a house operative to take on a common foe.

Beyond the house's role as a counterintelligence agency, Medani (like Lyrandar) is looked to for leadership by many Khoravar. However, the house accepts this role as an offshoot of its position as a protector—not as a gods-given right.

As befits a house proud of its iconoclast status, House Medani is a tightly knit group. It is among the smallest of the houses in population, and individuals are encouraged to have strong bonds to their extended families. Factional disagreements arise within the house from time to time, but have never threatened to become schism or open conflict. Outside the house, relations between Medani, Phiarlan, and Thuranni are sometimes strained, with the three houses often working on different sides of the same intelligence-gathering operations.

The relationship between House Medani and House Lyrandar is a complex one. Though precious little common ground or competition exists between their mercantile operations, the two half-elf houses have very different views of their racial heritage. Lyrandar had centuries to spread before the appearance of the Mark of Detection, and takes as its mandate the continued development of an inclusive Khoravar race. Even before the appearance of their dragonmarks, the Medani had rejected this view, content to see themselves as heirs to two worlds rather than the builders of one.

Today, where Lyrandar seeks racial isolation, Medani sees greater strength in being a bridge between two cultures. House Medani's encouragement of occasional intermarriage between half-elf and elf or human is abhorrent to many Lyrandar, who are not afraid to make their feelings known.

Despite the inherent separation of the Warning Guild from the house, strong functional ties bind the members of both. Medani operatives outside the Warning Guild work mostly to collect, collate, and decipher the information gained from the plots the guild uncovers, and both sides look out for the other. In its own way, House Medani's store of intelligence might be the equal of either House Phiarlan or House Thuranni, but with one significant difference: Medani's information is never sold. Rather, the house uses the facts, rumors, and speculation at its disposal solely in the service of its clients—and sometimes to convince prospective clients that they need Medani protection.

NPC Reactions

House Medani's home and history lies in Breland, and members of the house can expect an initial reaction of friendly from all Brelish except those who oppose King Boranel's reign. Members of the city guard in the urban centers of Khorvaire give House Medani an indifferent reaction, improving to friendly if they have been helped by (as opposed to shown up by) the house in the past.

Law enforcement and intelligence agencies recognize House Medani's expertise. At the same time, Medani operatives are often seen as unwelcome meddlers in official business, a view that makes them unpopular in some administrations. In particular, members of House Phiarlan rarely have an initial attitude toward the Medani any more favorable than indifferent.

HOUSE MEDANI LORE

Characters with ranks in Knowledge (local Breland) or Knowledge (nobility and royalty) can research House Medani to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Medani is best know for bodyguards. Their agents work anywhere, but the cities of central Khorvaire support the highest percentage.

DC 15: House Medani half-elves bear the Mark of Detection, popularly believed to give them a "sixth sense" for trouble.

DC 20: The patriarch of the house is an ally of King Boranel, and seems to have a closer link to the Brelish court than he has to the other dragonmarked houses. The houses—along with Aundair, Thrane, and Karrnath—express misgivings about the political implications of this close relationship.

DC 30: Characters who achieve this level of success can learn important details about House Medani in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

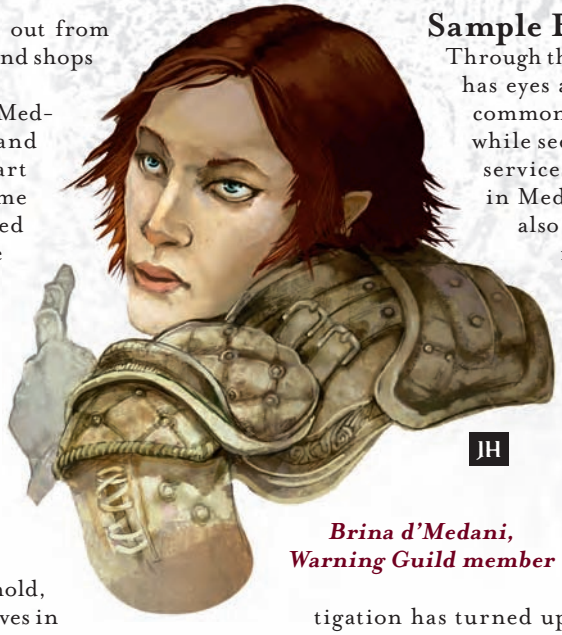
HOUSE MEDANI'S HOLDINGS

In keeping with its role as a house of counterspies, Medani keeps a low profile even in its ancestral home in Wroat. The Medani enclave is a connected network of unmarked buildings within sight of both Brokenblade Castle and Parliament Hall. It is not marked on any map, and those not already aware of its existence would be hard-pressed

to pick its well-guarded doors out from among the private apartments and shops that surround it.

The Tower of Inquisition, Medani's center of interrogation and incarceration, is the only part of the enclave known by name among the other dragonmarked houses. A nondescript stone building overlooking the river, it is said to be as well guarded as Brokenblade Castle itself. Underground passages and permanent *dimension doors* are said to connect the tower and the castle, created so that the enclave might be used as a secret refuge in the Last War, but this rumor has never been confirmed.

In addition to its ancestral hold, House Medani maintains enclaves in Fairhaven, Flamekeep, Korth, Sharn, and Trolanport. It has smaller centers in Newthrone, Pylas Talaear, Stormreach, Taer Valaestas, and Varna. Medani outposts can be found in smaller cities across Khorvaire, including Rhukaan Draal in Darguun.



Brina d'Medani, Warning Guild member

MEMBERS OF HOUSE MEDANI IN THE GAME

When threats arise to the rule of the nobility, the activities of the dragonmarked houses, or the peace of Thronehold, House Medani is the first to know. Though many among the dragonmarked have reservations about Medani's motives, the house has proven its worth and discretion time and time again. The house's small population but wide-ranging power allows it to function on any social level. Medani operatives are just as likely to be involved in thwarting the plans of the Aurum or the Dreaming Dark as they are preventing extortion attempts against a minor merchant.

PCs might become involved with Medani through the operations of the Warning Guild. High-level antagonists can be exposed by a Medani NPC, thus dragging the PCs (willingly or otherwise) into a storm of intrigue and danger. When the Blood of Vol, the Dreaming Dark, and the other sinister threats that plague Eberron come into play, House Medani can make an excellent ally and motivating force for a party.

Adaptation

House Medani is well suited to intrigue and larger-than-life villains who operate on a global level. Even without dragonmarks, Medani works as a secret organization devoted to countering the intrigues of others. It might be supported by the commercial interests or noble families of nations in conflict. Alternatively, if a large-scale threat is beyond the scope of the campaign, House Medani becomes a group determined to protect those who cannot protect themselves. A good-aligned thieves guild is a role Medani can easily fill.

Sample Encounter

Through the Warning Guild, House Medani has eyes and ears across Khorvaire. PCs commonly encounter Medani characters while seeking investigative or protective services. Given the dangers that those in Medani often face, the party might also encounter a member of the house facing an ambush or retreating from a desperate fight. PCs might even gain the enmity of Medani by compromising one of its operations, or by being too closely affiliated with a group whose plans Medani is attempting to thwart.

EL 5: Brina d'Medani is working for a well-to-do merchant who ran afoul of a local gang, and whose young son has since gone missing. Her investigation has turned up evidence of a kidnapping that goes far beyond simple threats and extortion—confirmed when a squad of Emerald Claw fighters jumps her on a darkened street within sight of the PCs.

Brina d'Medani **CR 3**

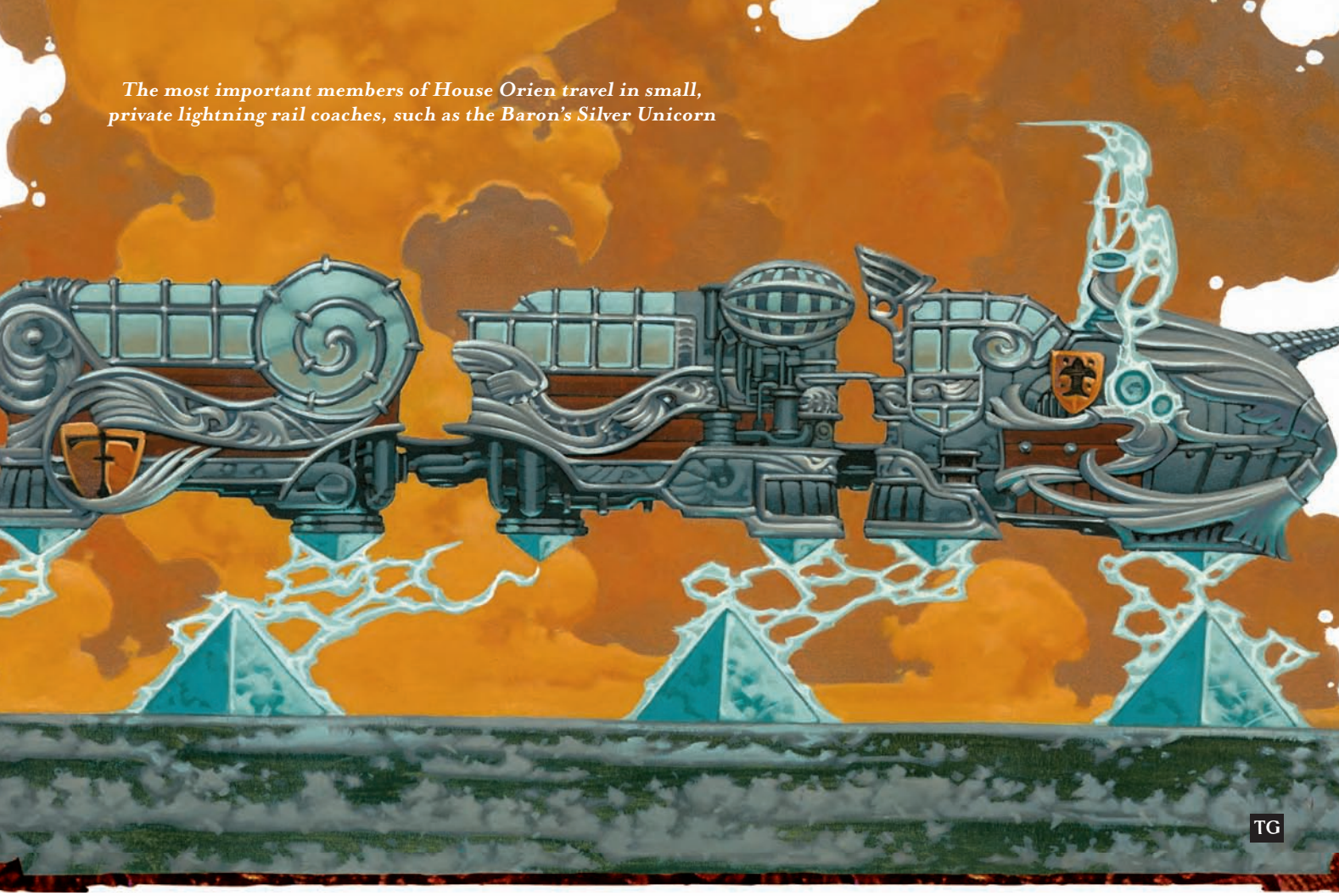
Female half-elf rogue 3
CG Medium humanoid (elf)
Init +6; **Senses** low-light vision, Listen +5, Spot +7
Languages Common, Elven, Gnome

AC 15, touch 12, flat-footed 13; +1 against traps (+2 Dex, +3 armor)
hp 16 (3 HD)
Immune sleep
Resist evasion
Fort +2, **Ref** +5 (+6 against traps), **Will** +0 (+2 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk short sword +3 (1d6/19–20) or
Melee sap +2 (1d6 nonlethal)
Ranged hand crossbow +4 (1d4/19–20)
Base Atk +2; **Grp** +2
Atk Options sneak attack +2d6
Combat Gear *potion of cure light wounds*
Spell-Like Abilities (CL 1st):
2/day—*detect magic*

Abilities Str 10, Dex 15, Con 12, Int 13, Wis 8, Cha 14
SQ trapfinding
Feats Improved Initiative, Least Dragonmark (Mark of Detection)
Skills Bluff +8, Diplomacy +12, Disguise +2 (+4 to act in character), Gather Information +10, Intimidate +9, Knowledge (local) +7, Listen +6, Move Silently +7, Open Lock +6, Search +8, Spot +8
Possessions combat gear plus masterwork studded leather, masterwork short sword, sap, hand crossbow with 20 bolts

Hook "You take things for granted, friend. No Medani makes that mistake."



The most important members of House Orien travel in small, private lightning rail coaches, such as the Baron's Silver Unicorn

TG

House Orien

"I specialize in fast, efficient delivery. I don't want or need to be told what I'm carrying—the fact that you've paid is all I need to know."

—Rikard d'Orien, Couriers Guild

The house of transport and transit, Orien is a name known across Khorvaire. No other house directly touches as many lives, whether through the lightning rail that once connected the great cities of the Five Nations, the caravans that traverse rural lands, or the couriers who deliver letters and packages virtually anywhere.

House Orien's businesses have been pervasive (and profitable) since before the first appearance of the Mark of Passage. However, the Last War took a heavy toll on this house—one from which it has yet to recover. After decades of effort, House Orien had spanned the Five Nations with its lightning rail, but the war and the Day of Mourning shattered the house's intercontinental links. Today, the organization is bent on recovery, but fresh competition from House Lyrandar and the instability of Khorvaire's new age are challenges the house has yet to overcome.

By Road and Rail

House Orien began as a collection of merchants and teamsters, forming caravans that moved around pre-Galifar Aundair and beyond. They manifested the Mark of Passage nineteen hundred years ago, enhancing their skills with supernatural abilities that swiftly allowed them to dominate the roads of central Khorvaire. The dragonmarks were a celebrated phenomenon by this point, and the extended Orien family established itself as a dragonmarked house in short order.

In the days before Galifar, few except the couriers and caravans of House Orien could cross the boundaries of nations and the holds of minor warlords in safety. With the help of the Mark of Passage and a knack for diplomacy, it became possible for Orien messengers to send information and packages from one end of Khorvaire to the other, with an excellent probability that the goods would arrive intact and in time. Orien caravans also carried human cargo, and as workers and explorers moved across the continent, the house became one of the primary forces driving the commonality of culture that marks Khorvaire today.

Even as Orien's mundane transportation services connected the Khorvaire of the common folk, the Mark of Passage provided the house with services so exclusive—and so expensive—that few but kings and queens could afford them. In a united Galifar, nobles who might once have fought each other were forced to curry diplomatic favor and entertain their peers at court. However, the vastness of Khorvaire (not to mention the land's many dangers) made mundane travel for a royal retinue impractical at best. As such, the *teleport* ability of the greater Mark of Passage quickly became Orien's most requested (and most profitable) service. Effortless and instantaneous travel between the courts of Galifar helped establish the foundation of communication and trust among the nobility that allowed the new kingdom to thrive.

As its routes stabilized and Galifar grew, Orien took on a royal commission that seemed like little more than a dream at the time: to connect Galifar's cities with high-speed transport that would allow travel across the kingdom in a matter of days. In 811 YK, the first lightning rail line was established between Fairhaven and Flamekeep. In 845 YK, King Jarot announced his intention to see the lightning rail connect every corner of Galifar, a task that Orien completed in less than twenty years.

With lines of *conductor stones* spanning the Five Nations, Orien controlled three crown-subsidized lightning rail routes, all running through the heart of the nation in Cyre. From its humble origins on the trails and trade roads of Aundair, Orien had grown to the house that held a kingdom together.

Dark Path Ahead

What Orien had built over a lifetime, the Last War shattered in two terrible events. The first of these was in 899 YK, when the White Arch Bridge across Scions Sound was destroyed, most likely by order of King Kaius I. The bridge, which connected the city of Rekkenmark in Karrnath with Thaliost in Thrane, was an indefensible liability for both nations, but when it fell, Orien's primary east–west link across Khorvaire fell with it. In the aftermath of the war, many have spoken of the need to rebuild the bridge. However, Orien cannot afford the expense of reconstruction, and Thrane and Karrnath have little reason to want their kingdoms linked across the sound once more.

The second and more devastating loss happened on the Day of Mourning. Orien's three routes met at Metrol, the crossroads of Khorvaire, which was destroyed in the cataclysm that razed Cyre. Orien still maintains that the Cyre lines are intact, but the house has yet to send a commercial coach into the Mournland. Reports from explorers in that wasted land hint that many *conductor stones* have been stolen, leaving gaps large enough to derail a coach.

Since the war's end, Orien has managed to go some distance toward offsetting the loss of its profitable lightning rail runs with its other courier and transport services. At the same time, the viceroys of the house are determined to reclaim their former wealth and status, but they know that doing so will require allies. The Five Nations might never again be one, but the house hopes that the leaders of those nations can be convinced of the need to reforge links to each other's lands.

House Orien as an Organization

"We can offer transportation anywhere in safety. If you're willing to pay enough, we can guarantee you'll be there tomorrow—even if 'there' is the other side of the sea. The question is, what's that miracle worth to you?"

—Thoris d'Orien, dragonmarked heir of the Couriers Guild

House Orien is a dragonmarked house of humans who carry the Mark of Passage in their bloodlines. They founded

A House Orien caravan travels to Xandrar

both the Couriers Guild and the Transportation Guild, and for nearly two thousand years, controlled virtually all land-based trade and transportation in Khorvaire.

JOINING HOUSE ORIEN

House Orien employs a number of hirelings, but it is rare that such individuals make the leap to house member. Instead, Orien encourages its heirs to have numerous children, even accepting those born out of wedlock as full scions of the house. This policy has given Orien the largest and most racially varied population of any dragonmarked house in Khorvaire; its members include a number of half-elves and half-orcs. Though such children never manifest the Mark of Passage, they have a home and a future within the house.

House Orien prefers that its members focus on skills and talents useful for day-to-day labor, or ones that enhance the powers granted by their dragonmarks. To that end, members of Orien often become artificers, bards, fighters, magewrights, or wizards.

Guilds in House Orien

The day-to-day issues of coordinating lightning rail traffic, hiring and paying caravan crews, and overseeing the movement of goods and passengers are handled by the Couriers Guild and the Transportation Guild. The house acts as a managing company, keeping its share of the profits and overseeing the guilds' decision-making processes. Most members of House Orien work for one guild or the other. Nonguild members of the house typically deal with the other houses or the governments of Khorvaire.

Couriers Guild

The Couriers Guild serves both the rich and poor of Khorvaire, though the common folk arguably benefit the most from it. For a reasonable fee, the guild arranges safe transportation for letters or packages. Lightning rail cargo runs cover Khorvaire's major centers and the smaller settlements en route, while Orien caravans serve more remote areas. In addition, the Couriers Guild can arrange express shipping, guaranteeing the fastest service and personal delivery at the recipient's end. For its most exclusive clients (and at its most expensive rates), the guild guarantees safe, next-day delivery of any parcel small enough to be carried by the courier charged with teleporting to its destination.

As a side service, the guild also employs an elite group of agents who specialize in secure and high-risk delivery scenarios. If the destination is dangerous or remote, or if the item or information to be shipped cannot be entrusted to the rail or the open road, the Couriers Guild has options for those who can afford them.

Couriers typically undertake a good number of low-risk assignments before they are entrusted with sensitive documents or goods. All couriers undergo a thorough investigation of their character before becoming members of the guild. Those who have proven their worth and are of sufficient level (usually at least 5th) can become special couriers, taking on high-profile assignments.

COURIERS GUILD

Associated Classes: Bard, expert, fighter, warrior.

Associated Skills: Bluff, Diplomacy, Intimidate, Knowledge (local), Ride, Use Rope.

Transportation Guild

The Transportation Guild is responsible for lightning rail, caravan, and coach routes throughout Khorvaire, including the maintenance of trade roads and courier posts. Tariff agreements made with the nations through which its lines run fund the guild. Taxes paid by the settlements where stops are located go toward station maintenance. Passenger fares and shipping fees on the lightning rail, coaches, and caravans are used for general maintenance, salaries, and overhead, and to boost House Orien's bottom line.

While the Couriers Guild is a valuable part of Orien's business, the Transportation Guild is the house's financial foundation. Nearly everyone involved with house operations works in the Transportation Guild at some point. Piloting a lightning rail is the most glamorous and prized job in the guild, but beneath every pilot are hundreds of guild operatives whose work keeps the rail running. Orien does not make its employment numbers public, but it is widely surmised that the Transportation Guild is the largest guild in Khorvaire.

The Transportation Guild's teleportation services are typically available only at house enclaves. Once the province of nobles and the dragonmarked viceroys, teleportation has taken on a new significance for Orien in the aftermath of the Last War. In the age of exploration, a new class of adventurers and mercenary heroes often has the need (and the coin) to hire those Orien heirs with the greater or Siberys Mark of Passage. In particular, the *greater teleport* ability of a Siberys heir allows instantaneous travel from mainland Khorvaire to the wilds and riches of Xen'drik. Faced with the prospect of a dangerous, month-long voyage across the Thunder Sea, many an adventuring party is willing to cobble together the 5,000 gp required to teleport directly from Sharn to Stormreach.

As they did all through the Last War, Orien teleporters continue to do a steady trade with the nobility and the dragonmarked houses. The politics of Khorvaire have never been in greater flux, and the ability to instantly meet with one's allies—or just as instantly send spies into the court of one's foes—is the foundation of the alliances and intrigue that make up the modern age.

TRANSPORTATION GUILD

Associated Classes: Artificer, expert, magewright, rogue, wizard.

Associated Skills: Craft, Diplomacy, Gather Information, Knowledge (local), Profession, Sense Motive.

ENTRY REQUIREMENTS

Race: Human, half-elf, half-orc.

Special: Must be related by blood or marriage to a member of House Orien.

The Brelish poet Kessler once called the lightning rail "the spirit of the age." If that is true, then House Orien's position as the keeper of that spirit is one it takes seriously. Orien is (or at least was) the center of travel and transport throughout the Five Nations and across Khorvaire. As such, house heirs can be found posted to nearly every corner of the continent.

House artificers continually work to improve the lightning rail and the arcane enhancements of their caravans, including the magically cooled carts that allow food to be shipped virtually anywhere. Bards are the public face of the house, working as stationmasters, ticket brokers, and couriers. Warriors and fighters often act as security on Orien coaches and caravans. Magewrights work as technicians on coach routes or the lightning rail, while wizards and artificers research new vehicle designs, invent new magic items, or seek to enhance the natural abilities provided by the Mark of Passage.

HOUSE ORIEN BENEFITS

As befits its place at the center of Khorvairian transportation, House Orien's investments and holdings provide benefits for its heirs across the continent.

Gear: Full members of the Couriers Guild who do not have their own horse and riding gear have them provided, then pay off the base cost at a rate of 20% per year (or sooner if they wish). Orien horses are healthy and of good quality. House Orien also provides free short-term care and stabling for the mounts of house heirs.

Services: Members of the house can travel by Orien caravan for free at any time, and can travel twice yearly by lightning rail on personal business at no cost. Members traveling on house or guild business ride the lightning rail for free. Companions riding with and vouched for by a member of the house can obtain caravan travel for 25% of the normal cost and lightning rail transport for 50% of the normal cost. Hirelings of the house can travel by caravan for 50% of the normal cost but must pay full fare for personal lightning rail travel.

Information: House Orien members receive a +5 circumstance bonus on a single Knowledge (local) check whenever they enter a new area, due to the wide geographical base of the house.

Favored in House Benefits

For characters on the move, the favor of House Orien translates into a number of ways to travel. The following table indicates the types of favors an Orien character with the Favored in House feat might request.

FAVORED IN HOUSE ORIEN

DC[1]	Benefit
10	One free use of the least Mark of Passage; a voucher for 1000 miles worth of travel by lightning rail (standard cart)[2]; a loan of 100 gp at 10% per month[3]
15	One free use of the lesser Mark of Passage; a voucher for 2,000 miles worth of travel by lightning rail (first class cart)[2]; free use of mundane Couriers Guild services to openly send or receive one letter or small package (any distance)
20	One free use of the greater Mark of Passage; free use of a chartered lightning rail passenger cart and crew for 1 day[2]; free use of a 3rd-level member of the Couriers Guild or Transportation Guild (least dragonmark) for 1 week; free use of mundane Couriers Guild services to openly send or receive one large package or discreetly send or receive one small package (any distance)
25	Free use of a 5th-level member of the Couriers Guild or Transportation Guild (lesser dragonmark) for 1 week; free use of a chartered lightning rail custom cart and crew for 1 week[2]; free use of mundane Couriers Guild services to secretly send or receive one large package (any distance)

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 Regular routes only. Available destinations and departure times to be determined by the DM. Vouchers can be divided among multiple riders/trips. See *Explorer's Handbook* for more information on lightning rail travel in Eberron.
3 A character can have no more than one loan at a time.

PLAYING A MEMBER OF HOUSE ORIEN

For you, the claim that the time of Galifar was a golden age for Khorvaire is more than a matter of opinion. Before the Last War, Orien's influence blanketed the continent, and its trade roads and lightning rails were the lifeblood of a kingdom. The war cut those arteries, however, leaving Galifar dead and House Orien bloodied but unbowed. The loss of Cyre was as devastating for Orien as it was for Cannith, but you know that someday your house will regain its losses. It's just a question of when.

Combat

As a member of House Orien, you view combat as an unusual hazard, not a part of your daily routine. A fight is often an ambush, especially for those in the guilds. As such, once in combat, you seek to get out of it as quickly as possible. Whether this means avoiding it, escaping it, or putting a quick end to it is up to you. When combat is inevitable, your preferred tactic is to take control of the field. The teleport abilities of the Mark of Passage lend themselves to this approach, but you will use any means possible (from magic to alchemical items) to disorient and overwhelm your foes.

Advancement

As a member of House Orien, your concerns are your house, your guilds, and your person, in that order. Advancement within the house and the guilds is driven by actions that support the health and growth of Orien. However, it is possible to advance in the house without advancing in a guild, and vice versa.

House Orien emphasizes training future leaders, and if real-world experience or a particular course of study might benefit the house, Orien is usually willing to fund a portion of the expenses. This expenditure of resources is seen as an investment, and it is expected that those receiving such aid will repay the house with time and labor.

As a member of House Orien, you have a mix of economic ambition and social concern. The Transportation Guild is as much a public service as a business in Khorvaire and, as a result, you sometimes find the commercial focus of the other houses undignified or shortsighted. Short-term exigencies might force your hand, but your projects require long-term planning. A certain amount of patience is necessary.

Missions

As a member of House Orien, your work touches on the operation of both the Couriers Guild and the Transportation Guild. When caravans are attacked, problems arise on the lightning rail line, or a courier goes missing, investigators are dispatched. With the freedom to travel almost anywhere in Khorvaire, a house assignment could see you scouting the borders of the Mournland, searching Sharn for black-market *conductor stones*, or tracking stolen documents from the Eldeen Reaches to the Lhazaar Principalities and back again. Your role in any house assignment depends on your class and experience, but will more likely involve recovery and reporting than infiltration or combat.

HOUSE ORIEN IN THE WORLD

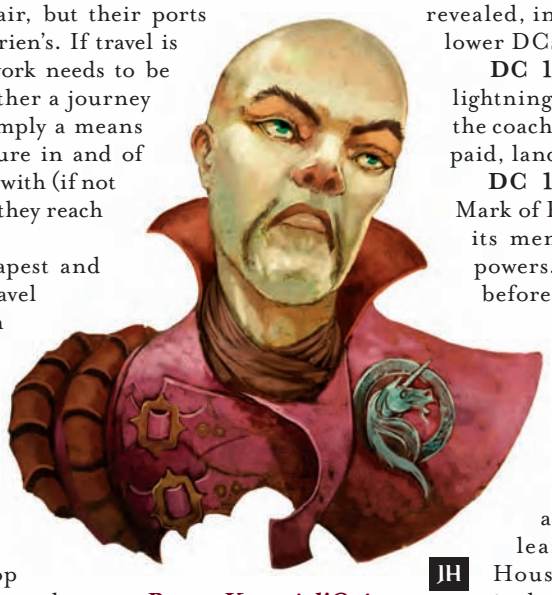
"Bunch of quill trimmers, they are. Always thinking about what they can get and what you're willing to pay. They'd do better to think about how to make their thrice-damned coaches run on time."

—Bernard Hoffstein, disgruntled Vathirond city clerk

House Orien is synonymous with travel across Khorvaire. House Lyrandar commands the air, but their ports of call are limited compared to Orien's. If travel is important in a campaign, little work needs to be done to bring Orien into it. Whether a journey by caravan or lightning rail is simply a means to get to adventure or an adventure in and of itself, the PCs will become familiar with (if not employed by) House Orien before they reach their destination.

Orien caravans are the cheapest and often most dependable means of travel for adventurers. Even those with the wealth to afford the lightning rail or airship travel soon discover many destinations in Khorvaire that only caravans or coaches can reach.

Though House Orien follows the standard hierarchy of the dragonmarked houses, significant differences exist at the top levels. On the patriarch's council, each guild has three representatives (two elected by guild members, one appointed by the guildmaster) while the house has another three representatives appointed by the patriarch. Protocol is firmly followed at the higher levels. Decisions are rarely made without a quorum present, and a two-thirds majority vote is required for most resolutions. The patriarch almost never makes a decision alone, but presents issues to his council and casts the deciding vote when necessary. It is no surprise, then, that the other houses look at Orien and wonder who is in charge.



Baron Kwanti d'Orien of Passage

JH

Among the middle to lower ranks of the house, the full acceptance of children born out of wedlock (and half-breed children at that) throws a twist into the traditional dragonmarked sense of aristocracy. Birth order and blood ties to the house are the primary determination of social status. Within the guilds, more upward mobility is possible, since family ties are less important.

The current patriarch of the house is Baron Kwanti d'Orien (CN male human sorcerer 7/dragonmark heir 3). Though the house enclave in Passage is his primary residence, he spends much of his time on a private lightning rail coach, checking up on enclaves and stations throughout the Five Nations. His current goal is to find a source of income to allow Orien to reroute the broken lightning rail around the Mournland.

NPC Reactions

Thanks to Orien's part in making travel accessible to the population as a whole, most common folk have an initial attitude of indifferent or friendly to members of the house. Citizens of Passage (where House Orien wields considerable power) have an initial reaction of friendly or helpful. Members of House Vadalis have an initial reaction of friendly to members of House Orien, thanks to the long-standing relationship between their operations.

HOUSE ORIEN LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Orien to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Orien invented the lightning rail, and it staffs and maintains the coach lines. The house controls most paid, land-based travel in Khorvaire.

DC 15: House Orien carries the Mark of Passage in its bloodlines, giving its members access to teleportation powers. The Orien guilds existed long before the dragonmarks.

DC 20: The Couriers Guild is the smaller guild of House Orien, in charge of delivering sensitive packages or papers anywhere in Khorvaire.

DC 30: Characters who achieve this level of success can learn important details about House Orien in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE ORIEN'S HOLDINGS

The families that made up House Orien were originally spread across Aundair, but their transformation into a dragonmarked house created the need for a home. They chose a small town that they renamed Passage, building their main enclave and headquarters there. This they called "Journey's Home," in reference to the amount of time most house heirs would be away from it.

Journey's Home takes up roughly one-third of the modern city of Passage. It employs nearly half the city's workforce in one capacity or another, with a considerable number devoted to the construction and maintenance of lightning rail carts and caravan wagons. Research into new magical methods of transport and shipping is centered at Journey's Home, and most spellcasting heirs make their homes there.

All members of House Orien are expected to spend time at Journey's Home, learning the behind-the-scenes aspects of running the house and guilds as they keep up with the industry Orien has created. Guild hirelings might visit on occasion, but such trips are rare, and usually presage advancement or individual honor.

In addition to Journey's Home, House Orien keeps enclaves in Sharn, New Cyre, Varna, Korth, Regalport, Krona Peak, Flamekeep, Taer Valaestas, and Trolanport. The house also has outposts and offices in nearly every town on the trade roads and lightning rail routes of the Five Nations and beyond. Most of these offer the services of one or both guilds. Aside from House Vadalis, Orien is the only dragonmarked house to have a significant presence in the Eldeen Reaches.

House Orien maintains a number of lightning rail coaches that act as mobile enclaves for important house members. Used exclusively for house and guild business, these coaches are not held to any timetable, and are given priority on the lightning rail lines over commercial and private coaches alike.

JH

Rikard d'Orien of the Transportation Guild

MEMBERS OF HOUSE ORIEN IN THE GAME

Any campaign that requires travel across the Five Nations is a perfect candidate for the inclusion of House Orien. Unlike other houses with their overarching plots and politics, Orien's focus is simply getting from point A to point B—preferably with everyone alive, still in possession of what they left home with, and having paid their fares. The challenges involved in maintaining this status quo are sufficient that Orien has little time for intrigue, except when the schemes of others interfere with the house's plans.

NPCs in House Orien are pragmatic and results-oriented. All the lofty intentions in the world amount to nothing if you cannot make the coaches run on time. Orien is a service industry, and its members have mastered the art of keeping a pleasant, calm expression in the midst of chaos. All members of the house are family, regardless of where they come from. Anyone outside the house is a potential customer, and Orien ever forgets that.

Adaptation

Campaigns that use a more traditional level of magic and technology might find House Orien a difficult fit. Even if the lightning rail is too much to add to such a setting, keep Orien's caravans and couriers in mind. As an organization devoted to trade and exploration, Orien can take on the role of the real-life Marco Polo in a fantasy setting. Even as house members build and control the major trade routes, they are always seeking to discover what lies beyond the well-traveled roads—and how it might profit them.

Sample Encounter

Travel is a constant many adventurers. As a result, encounters with Orien NPCs might be the rule rather than the exception in a campaign, whether the journey is simply a prelude to adventure or the adventure itself. A caravan trip across Khorvaire brings the PCs into contact with Orien, but a murder on that same caravan raises the stakes. If the characters are implicated in such a crime, Orien might try to eliminate them.

EL 7: A minor noble traveling in first class on the lightning rail is found murdered. Rikard d'Orien is the highest-ranking house member on the train, and it falls to him (and whomever he can rope into helping him) to catch the killer. Rikard is usually more concerned with his status within Orien than the house's clients, but at the moment, he is on the verge of losing both. He is desperate to solve the crime before word gets out—or the killer strikes again.

Rikard d'Orien **CR 5**

Male human bard 5
N Medium humanoid
Init +2; **Senses** Listen +7, Spot –1
Languages Common, Gnome

AC 14, touch 13, flat-footed 12; Dodge, Mobility (+2 Dex, +1 armor, +1 deflection)
hp 25 (5 HD)
Fort +2, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)
Melee *+1 short sword* +6 (1d6+1/19–20) or
Melee mwk dagger +6 (1d4/19–20)
Ranged mwk dagger +6 (1d4/19–20)
Base Atk +3; **Grp** +3
Special Actions bardic music 5/day (countersong, fascinate 2 creatures, inspire courage +1, inspire competence)
Combat Gear *elixir of sneaking*
Bard Spells Known (CL 5th):
2nd (2/day)—*cure moderate wounds, glitterdust* (DC 15), *hold person* (DC 15)
1st (4/day)—*alarm, identify, sleep* (DC 14), *unseen servant*
0 (3/day)—*detect magic, light, mage hand, read magic, resistance, summon instrument*

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16
SQ bardic knowledge +6
Feats Dodge, Mobility, Weapon Finesse
Skills Appraise +9, Bluff +11, Concentration +9, Decipher Script +9, Diplomacy +15, Disguise +3 (+5 to act in character), Gather Information +11, Intimidate +5, Listen +7, Sense Motive +7, Spot –1
Possessions combat gear plus *bracers of armor +1, ring of protection +1, +1 short sword,* 3 masterwork daggers

Hook "I sense great danger. Perhaps you should investigate."

House Phiarlan

"We are the shadow—the border between light and darkness. We are not simply spies or assassins. We are agents of balance, and through our dance, we shape the future."

—Kaleth Shol d'Phiarlan,
ghost of the Serpentine Table

The world at large knows the elves of House Phiarlan as entertainers of the highest order. This role is not simply a cover for the secret work of the house, but a tradition that dates back tens of thousands of years. For many members of the house, it is the only trade they follow.

Though stories abound that attest the elves of Phiarlan are spies and assassins, the people of Khorvaire treat these as children's tales. Phiarlan's virtuous performers are known across the continent for their talents—who would believe that they sneak offstage and kill people during intermission? In a world that includes changelings, doppelgangers, and rakshasas, people have enough real spies to worry about.

In truth, House Phiarlan controls one of the finest intelligence networks in Khorvaire, but these services are available only to guildmasters, nobles, and others the house recognizes as players in the great game of politics and power. How do the twin paths of entertainment and espionage converge? To understand the present, one must look to the past.

The Spirit Keepers

The roots of House Phiarlan can be traced back to the ancient conflict between the elves and the giants of Xen'drik. The elves of that lost age were not a single, monolithic culture, and in the dying days of the giants, the former slaves among them fought alongside the warriors of a dozen different unconquered elf tribes. A corps of bards and scouts traveled from front to front, carrying news and intelligence that helped coordinate the elves' attack. These couriers also struggled with the impossible task of maintaining morale and preserving the fragile alliances between the elven tribes. They called themselves phiarlans, a word meaning "spirit keeper." As the end drew near, the prophet Aeren called on the phiarlans to help him gather elves from across the continent, creating the refugee fleet that would ultimately found the nation of Aerenal.

Aerenal and the Undying Court

Before the rise of the Undying Court, Aerenal was a loose alliance of tribes and city-states. Members of the phiarlan bloodlines continued to serve as liaisons and troubadours, traveling from court to court bringing songs and news. Phiarlans worked to maintain peace and order through open mediation, but they also began to collect clandestine knowledge on their travels—knowledge that they would anonymously pass to competing tribes and leaders when doing so served the greater good. Gradually, intelligence-gathering became a secret industry for the phiarlan families, even as their skill with art, song, and dance became a shield against detection.

With the rise of the undying court, the phiarlans came into their own as spies, serving the nation of Aerenal as a whole. Their task was a noble one—bringing the light of observation to bear against the shadows of deception so that justice could be served.

The Mark of Shadow

Some thirty-two hundred years ago, two of the first three dragonmarks appeared among the Aerenal elves. The Mark of Death was limited to the line of Vol, but the Mark of Shadow appeared within a number of elf bloodlines, all tied to the phiarlans. Though the nature of the marks was a mystery, the elves were quick to recognize their connection to the Prophecy of the dragons—the great wyrms against which Aerenal had intermittently fought for thousands of years. Suspicion was brought to bear against the dragonmarked, and in the end, the very real schemes of the line of Vol were uncovered. The civil war that ensued saw that line and the Mark of Death destroyed, and sent waves of fearful refugees from Aerenal to Khorvaire.

This exodus included the vast majority of the phiarlans, fearful that the fury that had destroyed the Mark of Death would be turned against them. A few remained behind and were absorbed into other lines; today, the Mark of Shadow is found among the Aereni from time to time. In Khorvaire, the majority of those elves with the Mark of Shadow set out to create a new life. To mark their departure from Aereni society, they formally joined their lines into a new alliance: House Phiarlan.

Phiarlan in Khorvaire

The people of Khorvaire had never seen anything to compare to the artistic skills and talents of the exiled elves, and a renaissance in culture quickly spread across the land. Elf entertainers were welcomed in every village and city, allowing Phiarlan's knowledge and contacts to grow. In time, the leaders of the house parlayed Phiarlan's reputation into secret contacts with the nobility, and they began to sell the intelligence-gathering skills they had honed over thousands of years while serving as the eyes of the Undying Court.

Today, House Phiarlan lives in two worlds. Its performers can be found on the greatest stages and in the humblest taverns, and its eyes watch Khorvaire even where no elf is ever seen. Few people realize the true reach of the house, but kings and queens respect its power.

In 972 YK, House Phiarlan was torn asunder by a conflict that had festered within its ranks for centuries. In the end, the Shadow Schism saw the creation of House Thuranni and the loss of most of House Phiarlan's holdings in Karrnath and the Lhazaar Principalities. More information about the Shadow Schism can be found in the House Thuranni section, starting on page 82.

House Phiarlan as an Organization

"The treasures of our house are shadows and sounds, and it is with words and motion that we earn our gold."

—Tyasha d'Phiarlan, diva of Sharn

The elves of House Phiarlan carry the Mark of Shadow, and they use the powers of this mark for entertainment and espionage. House Phiarlan dominates the entertainment trade in Aundair, Breland, and Thrane. In addition to this peaceful work, it maintains a massive intelligence

network that stretches across Khorvaire. The house sells information and intelligence-gathering services to the most powerful people in the Five Nations.

JOINING HOUSE PHIARLAN

In the past, House Phiarlan allowed individuals to marry into the house only rarely; it would have been unusual to see two such unions in a single century. However, the Shadow Schism was a great blow to the house, reducing both its population and the diversity of its family line. As such, Phiarlan's ranks have become more open to those outside the dragonmarked families, though only elves are ever considered for membership. A candidate must have exceptional artistic skill or remarkable talent in the arts of stealth and subterfuge. Experts are well represented within House Phiarlan, but its most gifted scions pursue the paths of rogue, scout (from *Complete Adventurer*), bard, wizard, or sorcerer. Phiarlan spellcasters typically focus on divination, enchantment, and illusion magic, which can be used both for the secret work of the house and for the entertainment activities that conceal it.

ENTRY REQUIREMENTS

Race: Elf.

Special: Must be related to a member of House Phiarlan or House Thuranni by blood or marriage or accepted based on extraordinary ability (at DM's discretion).

Though player characters will likely be drawn to Phiarlan's espionage arm, the house derives most of its income from the Entertainers and Artisans Guild. Phiarlan entertainers cover a vast spectrum of the performing arts, and a typical Phiarlan enclave has musicians, actors, poets, dancers, and professional escorts available. Such characters are often experts or bards, with the occasional spellcaster versed in illusion magic. Rogues, scouts, and other combat-oriented characters might begin as entertainers, but are often more attracted to the Serpentine Table, the espionage arm of the house.

HOUSE PHIARLAN BENEFITS

The wealth of House Phiarlan lies in the knowledge of its spies and the fame of its entertainers.

Economics: Since the services of the Serpentine Table are available only to those of great wealth or rank, house membership is usually the only way for adventurers to hire Phiarlan spies. The house's intelligence services are normally not discounted (but see Information, below).

The fame of Phiarlan's entertainers can benefit player characters in a number of ways. First, if they are performers themselves, they can ask the house to help find a local venue and to promote their performances. Even after the house takes its cut, PCs receive a bonus of from 5% to 20% (1d4×5) to the income generated by their Perform checks.

Information: House Phiarlan members can make use of current information uncovered by members of the Serpentine Table in the course of their work. While in a house enclave, a member can gain a +5 bonus on a single Knowledge, bardic knowledge, or lore check per day.

GUILDS IN HOUSE PHIARLAN

With hundreds of years to devote to their particular arts, the elf entertainers of Phiarlan are legendary. While the elves are the primary ambassadors of the arts, members of other races can study under Phiarlan as long as they have at least 5 ranks in two or more of a guild's associated skills, as noted below.

ENTERTAINERS AND ARTISANS GUILD

Phiarlan's Entertainers and Artisans Guild is the foundation on which the house's reputation is built. Any business associated with the guild (theaters, music halls, circuses, and so on) only employs licensed talent. A character who has at least 8 ranks in an associated skill can earn a place with one of the bound businesses of the house, including the famed Carnival of Shadows: a traveling Phiarlan circus combining illusion, physical arts, and exotic beasts from across Eberron. A character with such credentials can find employment in any major city of Khorvaire.

ENTERTAINERS AND ARTISANS GUILD

Associated Classes: Bard, expert, sorcerer, wizard.

Associated Skills: Bluff, Disguise, Craft, Perform, Sleight of Hand, Tumble.

THE SERPENTINE TABLE

The Serpentine Table is the espionage arm of House Phiarlan. It is not a guild in and of itself; few people outside the house even know of its existence, and hardly any of its lower-level operatives realize the full implication of their service. They simply collect and pass along information, never knowing how it is used. Members of the house who wish to operate their own independent intelligence agencies can be licensed by the Serpentine Table, though the house keeps a close watch on such endeavors.

While it is a simple matter to deal with the Entertainers and Artisans Guild, the Serpentine Table does not advertise its presence. A character seeking to employ the shadowy services of the house can inquire at a main enclave. If the request is worthwhile, it is passed to the Serpentine liaison. When the time is right, an agent will approach the prospective client to discuss the job at hand.

THE SERPENTINE TABLE

Associated Classes: Bard, ranger, rogue, scout*, wizard.

Associated Skills: Bluff, Disguise, Hide, Gather Information, Listen, Move Silently.

* See *Complete Adventurer*.

Though characters typically have to pay for the house's intelligence services, a Phiarlan agent might volunteer information to a fellow heir, warning her of a potential threat or the activities of a mutual enemy.

Access: The house can provide routine access to low-level, invitation-only social events, arranging for characters who are not performers to gain entry as part of an entourage.

Favored in House Benefits

Heirs of House Phiarlan can call on the entertainment arm of the house or the Serpentine Table for assistance, as outlined below. An opportunity to infiltrate a social event refers to the chance to participate in an event specified by the heir. The house will always help a bard find day-to-day work for wealthy patrons, but an agent wanting to take the place of a singer scheduled to perform for the Karrnathi ambassador needs to call in a favor.

The following table indicates the types of favors a Phiarlan character with the Favored in House feat might request.

FAVORED IN HOUSE PHIARLAN

DC[1]	Benefit
10	One free use of the least Mark of Shadow; use of house contacts to gain a +5 circumstance bonus on a Gather Information check; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Shadow; an introduction to a well-placed guild official, successful criminal, or similar NPC; use of house contacts to gain a +10 circumstance bonus on a Gather Information check; free use of house contacts to purchase poisons or buy and sell stolen goods[3]
20	One free use of the greater Mark of Shadow; free use of a 3rd-level member of the Entertainers and Artisans Guild (least dragonmark) for 1 week[4]; an introduction to a crime lord, guildmaster, or similar NPC; a chance for four characters to infiltrate an exclusive social event as entertainers; use of house contacts to gain a +15 circumstance bonus on a Gather Information check; use of house contacts to send a message through a *scrystone*
25	Free use of a 5th-level member of the Entertainers and Artisans Guild or the Serpentine Table (lesser dragonmark) for 1 week[4]; an invitation to an exclusive social event for four characters; use of house contacts to gain a +20 circumstance bonus on a Gather Information check; a free poem written about the character's or party's exploits

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.
3 Availability of poisons and prices for stolen goods to be determined by the DM.
4 For legal activities only.

PLAYING A MEMBER OF HOUSE PHIARLAN

Though you have seen wealth, fame, and beauty as a child of Phiarlan, you know that knowledge (and the power it brings) is the greatest treasure of all. However, the path you take to claim that power is very much up to you.

As a scion of the house, you might choose to be a socialite, taking pride in your house's works and enjoying the fame that goes with them. As an adventurer, you likely seek inspiration for some epic work you have in mind. Performance is in your blood, though, and between adventures you are never far from the theater, the tavern, or any other place where you can regale friends and strangers with story or song.

If you choose the path of the agent, you serve the will of the Serpentine Table. Though some who know of Phiarlan's intelligence services might call you thief or spy, you know better. The Serpentine Table chooses each assignment with care, and through your work in the shadows, you shape the future.

A third path is that of the nomad. You respect the traditions and methods of your house and wish to hold influence within it, but you have no intention of working your way up through standard service. Instead, you create your own power base, starting with the members of your adventuring party. You will weave your own web of influence, and the Serpentine Table will accept you as an equal in the end.

Combat

House Phiarlan has few enemies. Barring occasional duels between heirs who have crossed each other, your family's rivalry with House Thuranni remains a subtle war. Both houses respect the potential damage each could inflict on the other, and respect their established territories.

When members of House Phiarlan do engage in combat, they do so carefully and methodically. You study your enemy beforehand, learning his weaknesses and preferred tactics. Whenever possible, you choose the battlefield, picking ground that provides a tactical or psychological advantage.

From the four-thousand-year history of your house, you know patience. A Phiarlan assassin might wait a month to prepare the definitive situation in which to strike, and like those cold killers of your house, you do not consider honor to be a virtue in battle. It is always best to avoid combat when possible, but when you are forced into it, surprise your foe. Exploit his weaknesses. Do whatever it takes to win.

Advancement

In the Entertainers and Artisans Guild, talent rises to the top. Ranks in Perform and an aptitude for magic are the pillars of a career with the guild, but it takes more than a single performance to earn the top spot in a theatrical company. Repeated success is necessary in order for the house to invest resources in promoting you. As an adventuring entertainer, your life might not put you on the fast track to house leadership, but you could seek the right to carry one of the heirloom performances of the house (see the sidebar).

The life of an entertainer easily suits a bard, but other adventurers are more likely to be drawn to the Serpentine Table. Children of the house play games of intrigue and deception, and the lessons of your youth remain with you. As you undertake missions for the house, you receive ongoing training in the silent arts.

The Carnival of Shadows, owned and operated by House Phiarlan, has enthralled Khorvairians for decades TG & GF

Beyond this, the house can provide you with insight into the secret struggles taking place in the shadows across Khorvaire.

As a member of House Phiarlan, you are taught to be ruthless and expedient when a mission requires it. You are trained to search for the secrets in any situation, since any piece of knowledge might someday prove valuable.

Missions

Should you serve the Serpentine Table, your adventuring companions are seen by House Phiarlan as an extension of you—a tool you are expected to mold and use for the benefit of the house. House Phiarlan excels at magical surveillance, and you will never undertake a mission that could be accomplished by the simple use of *scrying*. As a low-level agent, you might be sent on so-called shadowbait missions, following a target or penetrating an unexplored location to serve as an anchor for magical observation. If you are especially talented, you might be sent to steal a lock of hair from a target the house wishes to spy upon, or to plant a *shadow eye* (page 155). Missions in the service of the house and its clients could set you against kings, dragonmarked viceroys, masterminds of the Aurum, or even the Lords of Dust.

Heirloom Performances

While House Phiarlan long ago severed its ties to the Undying Court, members of the house still hold their history and the memories of their ancestors in high regard. The greatest treasures of the house are the works of ancient artists: the dance with which Jhazalaen Elorrenthi blinded the King of Fire, the song that Maenol sang as the elves boarded their ships in Xen'drik, and other epic performances. One of the greatest honors any elf can receive is the right to perform one of these heirloom works. Each is incredibly hard to master, and requires intensive training and the study of ancient tomes. Traditionally, the bearer of an heirloom performance chooses his successor, but should he die without designating an heir, the council of the appropriate house demesne selects a new elf to perform the art. Stories circulate of unworthy heirs assassinated by demesne councils in order for an heirloom performance to be transferred to a superior artist, but these have never been substantiated.

An elf known to be the rightful enactor of an heirloom performance receives a +2 bonus on Charisma-based checks involving members of his dragonmarked house. Teaching an heirloom performance to an unworthy pupil is a terrible crime, and both master and student could face censure or worse.

House Phiarlan has no special dispensation to break the law, and agents captured while engaged in illegal activities suffer the consequences. Serpentine liaisons require full disclosure about the reasons driving an assignment. Assassination requires excellent justification, and the house never kills or kidnaps a client in good standing—one of the reasons rulers prefer to work with the house instead of against it.

HOUSE PHIARLAN IN THE WORLD

"The Phiarlan hydra might have five heads, but it's the shadow you need to watch out for."

—Kessler, poet of Sharn

House Phiarlan uses two symbols: the heraldic mark of the hydra, representing the artistic divisions of the house as well as its resilience, and a stylized silver "mask of shadows." Some members of the house wear full-sized masks to show their allegiance, while others bear the mask design worked into jewelry or clothing.

A DM decides which side of House Phiarlan's mask the players are shown. Most of Eberron sees only the beautiful facade: artists and entertainers, poets and escorts. Only a select few deal with the sixth demesne of House Phiarlan: the spies and assassins of the Serpentine Table. Phiarlan entertainers can be found across Khorvaire, from the grandest gala to the homeliest inn. Phiarlan spies are just as ubiquitous, but rarely seen.

Taken as a whole, House Phiarlan is a neutral organization. Though its spies frequently engage in illegal activities in the course of their duties, Phiarlan operatives respect the overall structure of society. Like their ancestors, the leaders of the house see themselves as agents of balance, evening the odds between opponents and exposing conflicts that would otherwise fester and grow.

The elves of House Phiarlan practice hundreds of different styles of song, dance, and other arts, covering both the ancient traditions of Xen'drik and the modern styles of Khorvaire. Long before the house was formed, the early phiarlans divided the arts into five disciplines, with the greatest masters and teachers of each settling in the five major enclaves of the house, known as demesnes.

The five disciplines and their demesnes are described below

Memory: This discipline encompasses the written word, including prose, poetry, and even propaganda. History might be dictated by the victors, but the smartest hire Phiarlan word-weavers to write it down. The Demesne of Memory is located in the city of Fairhaven and run by Viceroy Dulaen Elorrenthi d'Phiarlan (N male elf bard 7/dragonmark heir 3), Lord Seneschal of Aundair.

Motion: These are the arts of the body, including dance, gymnastics, wrestling, contortion, massage, and more. Gifted students of motion are often recruited by the Serpentine Table, their skills adapted to burglary and battle. The Demesne of Motion is located in Wroat, the capital of Breland. It is administered by Viceroy Surael Shol d'Phiarlan (N female elf expert 6/dragonmark heir 4), Lord Seneschal of Breland.

Music: The Demesne of Music teaches the arts of sound, including song and the use of instruments. The demesne is located in the city of Flamekeep, under the leadership of Viceroy Kels Tialaen d'Phiarlan (N male elf bard 9/dragonmark heir 1), Lord Seneschal of Thrane.

Shape: The discipline of shape covers the creation of physical objects. This ranges from purely functional goods (the costumes, props, instruments and the like required by the performers of the house) to the physical arts of sculptors, painters, and potters. The masters of this discipline belonged to the Thuranni lines, and the newborn house claimed the Karrnath enclave that housed the demesne during the Shadow Schism. House Phiarlan has reestablished the Demesne of Shape in the Thrane city of Thaliost, but its operations are overshadowed by those of House Thuranni. Currently the demesne is led by Viceroy Idal Tialaen d'Phiarlan (N male elf expert 8).

Shadow: In its broadest sense, this is the art of deception. This includes the artistic use of illusions, puppetry, and literal shadow plays, but the Demesne of Shadow also encompasses the verbal arts of deception and coercion, feigning emotion, and playing a role. Actors and orators learn their craft at this demesne, and while a storyteller might create his tales at the Demesne of Memory, he learns to bring those tales fully to life at the Demesne of Shadow.

The first Demesne of Shadow was located in Metrol, but was relocated to Sharn after the Day of Mourning. The current matriarch of the house, Elvinor Elorrenthi d'Phiarlan, resides at the Demesne of Shadow.

The Phiarlan hydra has five heads, but a sixth is said to lurk in the shadow of the house crest. The Serpentine Table is the effective sixth demesne of Phiarlan, and the espionage arm of the house. The location of the Serpentine Table is a closely guarded secret, and its placement in the campaign is at the DM's discretion. It might be in a major city—perhaps even in Sharn, hidden beneath the Demesne of Shadow. It could be concealed within a smaller community, or an entire town that exists only as a front for Phiarlan spies.

Taen Shol d'Phiarlan of the Serpentine Table

Every Phiarlan enclave has an observer who serves as a liaison with the Table, arranging jobs and ensuring that the local heirs of the house do not interfere with Serpentine operations. Active agents of the group are hidden even from this liaison, often scattered throughout the community and concealed behind layer upon layer of false identity. The true spymaster of a major city weaves her web in the shadows, and no one should ever know her connection to the house.

Agents of the Serpentine Table hold one of four ranks. The least are known as shadows, and often serve simply as observers. Wraiths coordinate groups of shadows, while specters are elite troubleshooters. Ghosts are the legends of the house. Only a handful of these agents exist, and their identities are carefully guarded. The leader of the

Serpentine Table is another mystery left to the purview of the DM. The interests of Phiarlan's spies are represented by the Seneschal Taen Shol d'Phiarlan (N male elf expert 4/rogue 4), but those on the inside know that Taen is just a mouthpiece for the Serpentine Table's true master.

The Tialaen, Shol, and Elorrenthi lines have the most influence within House Phiarlan, but a number of lesser lines are well established in the house hierarchy. Prior to the Shadow Schism, the Thuranni line had considerable power; today, just a few members of this bloodline remain in the house, and they are often treated with suspicion.

NPC Reactions

To the average citizen of the Five Nations, House Phiarlan is as harmless as it is intriguing. When a house member is approached, he is likely to be asked which famous Phiarlan entertainers he knows. Those who know of the Serpentine Table treat members of House Phiarlan with more caution, whether out of respect (and a friendly reaction) or carefully veiled hostility.

House Phiarlan's strongest ally among the dragonmarked houses is Ghallanda, and members of that house are friendly toward scions and agents of Phiarlan. Members of House Thuranni typically treat their cousins with cool indifference, though some are more overtly hostile. The only true enemies of the house are the Bloody Shadows (page 119), who are always hostile toward Phiarlan heirs.

House Phiarlan Lore

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Phiarlan to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The elves of House Phiarlan are entertainers. Singing, dancing, writing—and the ever-popular circus—are arts practiced by Phiarlan.

DC 15: The Mark of Shadow is carried by the Phiarlan, who use it to create illusions.

DC 20: Some claim the Phiarlan elves sell their services as spies and assassins, but others rebut that the elves earn enough gold by entertaining that they do not need another source of income.

DC 30: Characters who achieve this level of success can learn important details about House Phiarlan in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

Typically, this information applies only to the publicly known members of the house. Regardless of the check result, only members of House Phiarlan, House Thuranni, or a character with access to informed intelligence can use a Knowledge check to gain information about Phiarlan's clandestine activities or agents of the Serpentine Table.

House Phiarlan's Headquarters

The five artistic demesnes, along with the hidden citadel of the Serpentine Table, are the most important centers of house activity. House Phiarlan has outposts across Breland, Aundair, and Thrane. Where it does not have an enclave, it often maintains a presence at the local Gold Dragon Inn, sharing costs and resources with House Ghallanda. The Serpentine Table also maintains hidden safe houses in cities across Khorvaire.

Since the Shadow Schism, House Phiarlan has been forced to leave Karrnath and the northeast in the hands of House Thuranni. To make up for this loss of territory, it has been working to explore potential markets in the Eldeen Reaches, Valenar, and Darguun, with somewhat limited success.

Members of House Phiarlan in the Game

Khorvaire's greatest entertainers are Phiarlan elves, or members of other races who have studied at one of the five demesnes. A singer in a random tavern is revealed to be an elf with the silver mask embroidered on his doublet. A noble lord arrives at a gala with a beautiful Phiarlan escort on his arm. The musicians entertaining at a dragonmarked house banquet bear the silhouette of the mask of shadows. A Phiarlan dancer might even be found in a grungy inn in Darguun, astonishing the locals with her graceful movements and shadow play.

The Eyes of Phiarlan

House Phiarlan makes extensive use of the *scrying* power of the lesser Mark of Shadow. The hidden citadel of the Serpentine Table includes a massive divination center, which uses *serpentine mirrors* (page 155) to maintain constant surveillance on locations and characters being targeted by the house.

While the target of *scrying* receives a saving throw, Phiarlan diviners often use *shadow eyes* (page 155) or Phiarlan agents to anchor their sensors, ensuring that a strong-willed subject cannot sense the presence of the observer.

In addition to intelligence-gathering, the house uses *scrying* to communicate with its agents across Khorvaire. *Scrystones* allow the user to telepathically communicate with the person being observed, and even normal *scrying* allows the use of the *message* spell. Phiarlan viceroys often arrange in advance to simultaneously scry on one another, allowing them to converse across any distance without the aid of House Sivis.

A character working for Phiarlan can receive advice or instructions at any time, courtesy of a *scrystone*. Agents are given recognition codes to confirm that a command is legitimate. On the other hand, characters outside the house never know when elf eyes are watching, and their Phiarlan-protected enemies might be given telepathic updates about the characters' actions.

The house's devotion to the arts can even serve as a source of adventure. A Phiarlan viceroy might ask an agent to retrieve a priceless tapestry from the ruins of Metrol, or send a young heir to Xen'drik in search of an epic poem lost since the fall of the giants.

Characters engaged in intrigue will see the other side of the Phiarlan mask. House Phiarlan never turns on its own scions or agents, but for a group of PCs not connected to the house, the hydra can be a dangerous foe. As deadly as a Phiarlan assassin might be, the greatest weapon of the house is information. PCs who are dealing with a wealthy enemy might have their plans spied or scryed upon by Phiarlan agents, providing advance warning and knowledge of the party's weaknesses.

Adaptation

As it stands, House Phiarlan prefers to deal in information rather than assassination. It seeks balance, not power for its own sake. However, if it serves the needs of the campaign, Phiarlan could be a more active and sinister force. Agents could be deployed to assassinate nobles, guildmasters, or anyone else who gets in the way of the house's plans.

Sample Encounter

PCs should have no trouble recognizing an artist or performer of House Phiarlan, just as they have little chance of recognizing an agent of the Serpentine Table. Involvement with Phiarlan's espionage activities will almost always be initiated by a house heir's contacts with the Serpentine Table, or by the characters being in the wrong place at the wrong time.

EL 12: Elvinor d'Phiarlan, the matriarch of House Phiarlan, makes her home in the city of Sharn. As the mistress of the Demesne of Shadow, she is a remarkably skilled orator, and she can inspire trust or fear with her words. Despite showing signs of slowing down in her middle years, she returns to the stage annually to perform the Dance of Twenty Shadows, weaving *darkness, mirror image,* and Cloak Dance into an unforgettable experience.

A gifted student of the arts of dance or shadow might find herself taken under Elvinor's wing. The matriarch has an heirloom performance and is looking for an artist to pass it on to. Alternatively, she might wish to employ a non-Phiarlan party to surreptitiously protect her from a rumored Bloody Shadow attack while she attends a ceremony or performance.

Baron Elvinor Elorrenthi d'Phiarlan of Sharn

Elvinor Elorrenthi d'Phiarlan — CR 12

Female elf bard 8/shadowdancer 4
N Medium humanoid
Action Points 3
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +8
Languages Common, Dwarven, Elven, Gnome

AC 20, touch 14, flat-footed 17; uncanny dodge (+3 Dex, +6 armor, +1 deflection)
Miss Chance 20% or 50% (Cloak Dance)
hp 48 (12 HD)
Immune sleep
Resist evasion
Fort +3, **Ref** +13, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares); shadow jump 20 ft.
Melee mwk dagger +9/+4 (1d4–1/19–20)
Base Atk +9; **Grp** +8
Special Actions bardic music 8/day (countersong, *fascinate* 3 targets, inspire competence, inspire courage +2, *suggestion*)
Bard Spells Known (CL 8th):
3rd (2/day)—*blink, glibness, scrying* (DC 19)
2nd (5/day)—*alter self, darkness, hold person* (DC 18), *mirror image*
1st (5/day)—*charm person* (DC 17), *cure light wounds, expeditious retreat, Tasha's hideous laughter* (DC 17)
0 (3/day)—*daze, detect magic, ghost sound, mage hand, message, prestidigitation*
Spell-Like Ability (CL 12th):
1/day—*silent image* (DC 17)

Abilities Str 8, Dex 16, Con 10, Int 16, Wis 14, Cha 22
SQ able to notice secret or concealed doors, bardic knowledge +11, hide in plain sight, summon shadow
Feats Cloak Dance*, Combat Reflexes, Dodge, Heroic Spirit, Mobility
* from *Expanded Psionics Handbook;* see below
Skills Balance +9, Bluff +21, Concentration +9, Diplomacy +20, Disguise +6 (+8 to act in character), Gather Information +9, Hide +16, Intimidate +16, Knowledge (local) +8, Knowledge (nobility and royalty) +8, Listen +4,Move Silently +11, Perform (dance) +21, Perform (singing) +15, Search +5, Sense Motive +12, Spot +8, Tumble +14
Possessions *+2 glamered mithral chain shirt, ring of protection +1,* masterwork alchemical silvered dagger, *belt of Constitution +2, darkweave cloak of Charisma +4, gloves of Dexterity +2*
Cloak Dance Elvinor can take a move action to provide herself with concealment until her next turn, or she can take a full-round action to provide herself with total concealment until her next turn.

Hook "I have been watching you from the shadows."

House Sivis

"Communication is the lifeblood of civilization."
—Matriarch Lysse Lyrriman d'Sivis

People often underestimate the value of a carefully chosen word, but not the gnomes of House Sivis. Language drives the wealth and power of this house, and Sivis has changed the shape of communication in the modern age. It is the *arcane mark* of a Sivis scribe that proves the worth of a Kundarak letter of credit, and the *speaking stones* of House Sivis that allow an Aundairian sage to contact his brother in Q'barra. Whether serving as translators, mediators, or conduits for long-distance communication, the heirs of House Sivis build bridges between people, nations, and cultures. House Sivis has long served as a stabilizing force among the dragonmarked houses, and has maintained its reputation for absolute neutrality for nearly three thousand years.

The Impartial Voice

The society of Zilargo has long revolved around houses: alliances of families wielding great social power. Sivis was an established house even before the Mark of Scribing appeared among its members. Though the mark originally manifested in only a few of the bloodlines within the house, it has since spread to all the Sivis families. The gnomes are a race touched by magic and driven by curiosity, and the bards and sages of Sivis worked quickly to unlock the mark's full potential. Recognizing the risk of being ostracized for the power they held, the Sivis dragonmarked also sought to make themselves useful to Zil society, even as they distanced themselves from the politics of those they served. In this, they laid the foundation for what would become the standard for the dragonmarked houses: mercantile forces whose neutrality increased their commercial power.

Within a few centuries, House Sivis spread to other lands, where its heirs' skills as translators and linguists proved invaluable to the young nations of Khorvaire. Many Sivis gnomes claim that their house was responsible for the refinement and spread of the Common tongue from the Old Common of the earliest Sarlonan migrants.

As House Sivis spread beyond Zilargo, it made contact with the leaders of the newly created dragonmarked houses, helping to establish the common traditions shared by the houses to this day. As time passed, Sivis would play a critical role in discovering new dragonmarked bloodlines and helping the younger houses establish a foothold in the world. Of all the houses, Sivis has historically had the most interest in the draconic Prophecy and the role of the dragonmarked houses within it. Ever since Alder d'Cannith's assertion that twelve contemporary dragonmarks would one day be found in Eberron, the sages of Sivis searched for the missing marks.

Despite its influence, House Sivis has never sought to dominate the houses, instead working to be a friend and ally to all. Of course, the gnomes are a subtle people, and many dragonmarked wonder if the vaunted neutrality of House Sivis is not in fact a mask shrouding a far-reaching hidden agenda.

A dragonmarked gnome sends and receives messages using a speaking stone in a House Sivis message station

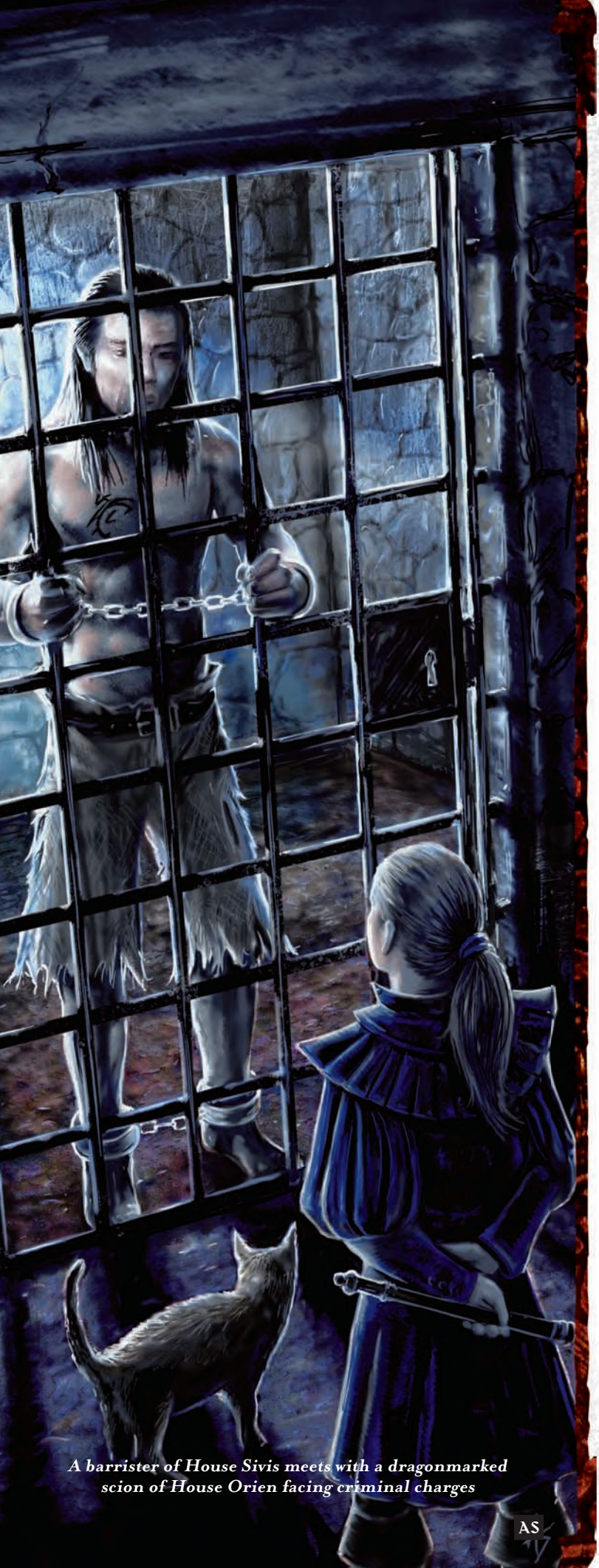
Though the *sending* ability of the Sivis heirs has always been treasured, the house's greatest turning point was the development of the *speaking stone* (*ECS* 263) in 783 YK. Conceived by Tasker Torralyn d'Sivis and developed by the Twelve, the *speaking stone* allows Sivis heirs who carry the least mark of the house to transmit messages between stones. In 789 YK, the first Sivis message stations appeared in the capital cities of the Five Nations. Since that time, they have multiplied and spread across Khorvaire.

Today, the house continues as it always has, doing its part to stabilize a world torn apart by war. Though some are quick to write off the importance of a house of scribes, Sivis is an invaluable, integral part of modern civilization.

House Sivis as an Organization

"Let's get the word out."
—Tassi Torralyn d'Sivis, Third Stonespeaker

House Sivis is a dragonmarked house of gnomes who carry the Mark of Scribing in their bloodlines. The gnomes of Sivis are the masters of language. In addition to maintaining the magical lines of communication that link the nations of Khorvaire, House Sivis produces



A barrister of House Sivis meets with a dragonmarked scion of House Orien facing criminal charges

scribes, notaries, interpreters, barristers, and others whose specialty is the written or spoken word.

JOINING HOUSE SIVIS

House Sivis is one of the most insular of the dragonmarked houses, and it has been centuries since anyone outside a Sivis family was permitted to marry into it. Foundlings can rejoin the house, but Sivis has little interest in inducting strangers into its mysteries.

Members of House Sivis are often experts, magewrights, bards, or (less commonly) rogues. A small number of respected wizards and artificers can also be found within the house, as well as a few adepts and clerics dedicated to Aureon, regarded as the patron of the house.

ENTRY REQUIREMENTS

Race: Gnome.

Special: Must be related to a member of House Sivis by blood or marriage.

Members of House Sivis are expected to master the arts of communication. Mediators and barristers need to be skilled in Diplomacy and Sense Motive, and language skills are important for members of all classes. Artificers and wizards spend their time constructing the magical tools of the house or investigating new modes of communication. Rogues and diviners often work for Oversight, the house's security division (see page 74).

HOUSE SIVIS BENEFITS

From its position at the center of Khorvairian communications, House Sivis grants its members a number of useful benefits.

Economics: A Sivis heir in good standing can obtain free use of a message station, though a backlog of paid messages often means a long wait. Other house services are provided at 50% of normal cost, but should a Sivis heir find himself in legal trouble, the house usually provides him with a barrister at no charge.

Access: Within House Sivis, members of individual family lines look out for each other in a way not typical of most other dragonmarked houses. As such, a Lyrriman can often seek special favors from another Lyrriman, a Torralyn in trouble can expect aid from other Torralyns, and so on. Such informal favoritism is not a substitute for the Favored in House feat, and both DM and player should remember that family ties work both ways. A Sivis heir PC might find herself on the hook for her family as much (or more) than that family has ever assisted her.

Favored in House Benefits

Favored in House benefits for a Sivis heir vary depending on whether the heir approaches his own family or another member of the house. A favor requested from family grants a character a +1 bonus on favor checks made with the Favored in House feat.

Members of House Sivis take their neutrality seriously. A character is free to ask another member of the house to violate the trust of a client as a favor. However, should the information gleaned from such a favor be abused, the character's favored status will not protect him from censure by Oversight, nor from possible retaliation by the gnome whose favor was misused.

The following table indicates the types of favors a Sivis character with the Favored in House feat might request.

FAVORED IN HOUSE SIVIS

DC[1]	Benefit
10	One free use of the least Mark of Scribing; free use of house contacts to gain a +5 circumstance bonus on a Knowledge, bardic knowledge, or lore check[2]; A loan of 100 gp at 10% per month[3]
15	One free use of the lesser Mark of Scribing; a gift of 1d4 1st-level scrolls; free use of house contacts to gain a +10 circumstance bonus on a Knowledge, bardic knowledge, or lore check[2]
20	One free use of the greater Mark of Scribing; free use of a 3rd-level member of the Notaries Guild or Speakers Guild (least dragonmark) for 1 week; a gift of 1d4 2nd-level scrolls; free use of house contacts to gain a +15 circumstance bonus on a Knowledge, bardic knowledge, or lore check[2]; free priority use of Sivis message stations for 1 week
25	Free use of a 5th-level member of the Notaries Guild or Speakers Guild (lesser dragonmark) for 1 week; a gift of 1d4 3rd-level scrolls; free priority use of Sivis message stations for 1 month; free use of house contacts to gain a +20 circumstance bonus on a Knowledge, bardic knowledge, or lore check[2]

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 Such checks can involve confidential information about a Sivis client, but the character making the check risks censure from Oversight if the information is abused or publicly revealed.
3 A character can have no more than one loan at a time.

PLAYING A MEMBER OF HOUSE SIVIS

For nearly thirty centuries, your family has worked to maintain order. Communication is the cord that binds civilization together, and your ancestors have settled the disputes of kings and helped the dragonmarked houses find a place in the world. Few people realize the influence House Sivis has had on the shape of the modern age, just as few know how often a royal advisor holds more power than the king himself. Let Cannith and the others fight for fame and recognition. You know that the greatest work is done in silence.

Your upbringing has taught you to see life as an extended game. As an adventurer, you might be playing a long game, building influence only usable in years to come. On the other hand, you might simply enjoy the challenge of the moment, and the thrill of pitting your wits against the world as you unravel the most difficult puzzles. Your family has always found a way to cut through chaos and produce order, and you endeavor to do the same. Never reveal your full strength or your true goals. Always watch for ways to gain an advantage over your enemies.

Of course, not every member of your house follows these traditions. A number of excoriates in the annals of Sivis have taken joy in causing chaos and confusion, and this dark path might call to you more than you care to admit.

Combat

"Five words can defeat a thousand swords" is a Zil proverb that House Sivis lives by. For an heir of House Sivis, the challenge is to prevent combat. This does not mean that you back down from a fight, but where diplomacy fails, bribery, intimidation, enchantment, or blackmail are all tools that can be brought into play. When combat is unavoidable, House Sivis primarily relies on the services of

GUILDS IN HOUSE SIVIS

House Sivis controls both the Speakers Guild and the Notaries Guild. The guilds' bookish reputations (and the insular nature of the house as a whole) means that many of those outside the other dragonmarked houses have little sense of where one begins and the other ends.

NOTARIES GUILD

The Notaries Guild oversees a vast range of services relating to the written word. In addition to its vital work producing legal documents and authenticating letters of credit, the guild licenses cartographers, bookbinders, and scribes, including those whose specialty is copying magic scrolls. Sivis bookkeepers work with numbers as well as words, and guild appraisers are trained to spot all manner of forgeries. One of the more interesting branches of the guild is the Hidden Word. This arm of the house sells both codes and code-breaking services, along with magical tools such as *secret page* and *illusory script*.

NOTARIES GUILD

Associated Classes: Bard, expert, magewright, rogue, wizard.

Associated Skills: Appraise, Craft, Decipher Script, Forgery, Profession, Speak Language.

SPEAKERS GUILD

Sivis message stations and their *speaking stones* are the most well-known service of the Speakers Guild, but the guild also oversees a number of professions concerned with the spoken word. The guild licenses barristers, interpreters, mediators, heralds, and similar professions, occasionally overlapping with the spoken arts of House Phiarlan. As a rule, House Sivis handles practical and mundane matters, while artistic endeavors belong to the elves.

SPEAKERS GUILD

Associated Classes: Bard, expert, magewright, rogue.

Associated Skills: Bluff, Diplomacy, Perform (oratory), Profession, Sense Motive, Speak Language.

House Kundarak for magical and physical security; when personally drawn into battle, you likewise look to your allies. Like most Sivis heirs, you prefer magic to steel's lack of subtlety. As such, Sivis experts, rogues, and bards often maximize their effectiveness with Use Magic Device.

As an adventurer, you jump into melee more often than your house kin, but you always keep your eyes open for ways to resolve conflict without combat. When battle is joined, try to be clever and expedient. Look for weaknesses to exploit, and ways to bring combat to a close as quickly as possible.

Advancement

Life within House Sivis is a constant struggle for rank and prestige. The house uses a system of titles and offices far more complicated than any other house. Some of these are tied to specific vocations, but others are simply honorifics passed from heir to heir. Within even the smallest message station, heirs compete for the position of Prime Stonekeeper, while hirelings might also fight for the title of Keeper of the Fifteenth Word.

Thankfully, this competition does not affect the operations of the house. It is a complex but highly civilized game—a form of entertainment, intended to keep an heir's mind sharp. You face off against your fellows, but never to the extent of hurting them or threatening the stability of the house. Someone always wins, and someone always loses, but you can always set up the pieces for another game.

Though life as an adventurer removes you from the daily struggles of the workplace, any mission you undertake presents you with an opportunity to earn a new title or improve your standing in the house. At the same time, always be watchful for others seeking to steal your victories and claim your titles as their own. As an agent of House Sivis, your most prevalent enemies might well be other agents of House Sivis, especially those of different bloodlines. Such familial foes never act to threaten the interests of the house, but if they can do the job better than you, they will.

As an adventurer, you are in an excellent position to acquire information, whether the secrets of fallen empires or contemporary lore never seen by gnome eyes. There is nothing wrong with gold, but the greatest treasure of all is knowledge. As your adventures take you through the world, look for the wealth that others miss.

Lysse Lyrriman d'Sivis of Korranberg

Missions

House Sivis does not seek to enforce its will on the world—at least not openly. As an agent of the house, gathering information is your most important duty. House Sivis seeks to maintain order among the dragonmarked houses. As such, you might be assigned to investigate the actions of another house or to resolve an ongoing conflict, either openly or through subtle action. The house always searches for ways to improve communication, including research into magic, psionics, and forgotten languages. While a Cannith expedition to Xen'drik covets lost schemas, you might tag along in search of an ancient tome on semantics.

House Sivis also has a great interest in the draconic Prophecy, particularly the dragonmarks that appear in the world at large. These symbols hold the key to the future, and if any mortals can unlock their significance, the masters of the Mark of Scribing will be the ones to do so.

HOUSE SIVIS IN THE WORLD

"How many legends speak of wars sparked by the unreadable terms of ancient treaties? Of battles fought for the lack of an interpreter who might have bridged a cultural divide? If the war chiefs and kings of ancient Khorvaire could have hired House Sivis, how much less bloody our history might have been. . . ."

—Channa Devir, Wayfinder historian

House Sivis goes to great lengths to preserve its position as an impartial force in the world. As a result, adventurers are more likely to encounter the house when they need its services, not because they have been caught up in its schemes. At the same time, the gnomes are driven by a thirst for knowledge, a desire for order, and their own maze of internal intrigues—any of which could draw House Sivis into an adventure.

House Sivis was instrumental in standardizing the system of viceroys, ministers, and seneschals that forms the backbone of dragonmarked hierarchy. Beneath this, the house employs a dizzying array of titles and offices that are largely cosmetic in nature. When two viceroys meet, the Bearer of the Thirteenth Word has a slight social advantage over the Bearer of the Fourteenth Word, but both are still viceroys. Some of these honors can be granted or transferred by a viceroy, some require the intervention of the matriarch, and some are based entirely on social custom. For example, any heir who invents a new idiom is entitled to the honorific "Wordsmith."

House Sivis is composed of twelve families, including the Torralyns, Severins, Lyrrimans, Syrralans, Corralyns, and Santors. Political games can be found at all levels of the house, and even a house matriarch can be replaced if a sufficient number of viceroys stand against her. The stability of the house takes precedence over personal ambition, though, and the current matriarch, Doyenne Lysse Lyrriman d'Sivis (N female gnome, bard 6/dragonmark heir 4), has held her post ably for some ninety years.

AS

In addition to the Speakers Guild and the Notaries Guild, a number of other important agencies operate within the house. Oversight is the security arm of house Sivis, and defends the house's reputation for absolute confidentiality and impartiality. Oversight protects Sivis from spies and scrying eyes, but also polices the house membership, swiftly punishing those who threaten the stability of the organization. In addition to its own highly skilled operatives, Oversight often works with operatives of Phiarlan and Thuranni, House Kundarak, and the Trust, creating the tightest web of secrecy that gold can buy. As with Zilargo and the Trust, Oversight is allowed a great deal of latitude in its methods: Gnomes who leak house secrets have a tendency to simply disappear.

The Hidden Word is a division of the Notaries Guild that develops codes and code-breaking techniques, in

addition to its work concealing information by magical means. It did a brisk business during the Last War.

Tasker's Dream is a think tank. Though Tasker Torralyn d'Sivis worked within the Twelve when he invented the *speaking stone*, Tasker's Dream is a private arm of House Sivis dedicated to the development of new forms of magical and linguistic communication. Though House Sivis remains a vital member of the Twelve, its current in-house projects include dragonshard focus items designed to enhance the *sending* ability of the greater Mark of Scribing, and exploration of the potential of telepathy.

NPC Reactions

The strict neutrality of House Sivis means that it has few enemies; as such, most people have an indifferent reaction toward Sivis gnomes. House Kundarak is a notable exception. Because of the close ties between the Sivis scribes and the Kundarak banking empire, the Kundarak dwarves typically have a friendly attitude toward Sivis heirs.

HOUSE SIVIS LORE

Characters with ranks in Knowledge (local Zilargo) or Knowledge (nobility and royalty) can research House Sivis to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Sivis is the house of the gnomes. It deals in communications (managing the message stations) and puts the seals on letters of credit.

DC 15: Sivis gnomes have the dragonmark of Scribing. It gives them power over words. They can hide secret information in a page of script and talk to people over long distances.

DC 20: House Sivis takes pride in its neutrality, never taking sides in feuds among the houses. It is rumored that once a Sivis sends a message, even torture will not get him to divulge the information. Other rumors, of constant scheming within the house, also persist.

DC 30: Characters who achieve this level of success can learn important details about House Sivis in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE SIVIS'S HOLDINGS

The oldest Sivis enclave is located in the city of Korranberg in Zilargo, and this remains the heart of the house in the present day. The regional viceroys coordinate efforts from enclaves in the capital cities of every nation of Khorvaire, including Droaam and Darguun. Though Sivis enclaves are designed to facilitate interaction with people of all races, the inner heart of an enclave is constructed for Small humanoids. As such, members of larger races find it difficult to infiltrate a Sivis citadel. Secrecy is of paramount importance to members of the house, and Oversight uses abjuration magic to shield critical areas from prying (or scrying) eyes.

MEMBERS OF HOUSE SIVIS IN THE GAME

Sivis heirs are typically polite, well spoken, and firmly committed to the neutrality of their house. Even when he has an agenda, a Sivis heir is more likely to direct actions subtly—making suggestions but allowing others to take the credit and glory when they act upon those suggestions. Though the house is unlikely to ever be front and center in an adventure, Sivis NPCs might be revealed as the instigators of that adventure when all is said and done.

Sivis PCs can forge ties to the house in many ways. Tasker's Dream could serve as a patron for a party that contains an arcanist or psionic Sivis heir. Alternatively, the PCs might stumble into coded information not meant for them, then find themselves deputized by the Hidden Word agents pursuing it.

Adaptation

As presented, House Sivis is a neutral force that seeks to maintain order between the dragonmarked houses—but what if this is an elaborate ruse at the heart of a three-thousand-year-old conspiracy? House Sivis might have secretly saved every message ever sent over a *speaking stone*. Alternatively, the Shadow Schism, the infighting in House Cannith, and any number of other plots could simply be parts of a grand plan to bring the dragonmarked houses under Sivis control.

Another possibility is that House Sivis is in league with the Trust, using intrigue and assassination to extend Zilargo's influence into every nation of Khorvaire.

Sample Encounter

An encounter with a Sivis scribe is probably the last thing most adventurers will ever prepare for, but the gnomes of the house can be indispensable sources of information, communication, and legal advice. PCs who find themselves receiving a mysterious message, needing translation services, being pursued for crimes they didn't commit, or searching for scrolls or lost lore should make a Sivis enclave their first stop.

Mnemonic Training

House Sivis promises absolute secrecy to its clients, pledging that even torture cannot force its speakers to divulge any details of the messages they send. This intense mnemonic training is accessed through the Autohypnosis skill from *Expanded Psionics Handbook*. Just as Autohypnosis can be used to memorize text or phrases, it can be used to forget them. Each successful DC 15 Autohypnosis check allows a character to expunge a message he has read or heard (up to 800 words) from his memory. Multiple checks allow a character to forget longer conversations or documents. House Sivis experts take Autohypnosis as a class skill, while members of other classes can acquire a few ranks cross-class. After sending a message, a Sivis speaker simply drives it from his mind.

If you do not use *Expanded Psionics Handbook* in your game, characters can accomplish this task using the Concentration skill, but with +2 to all DCs.

Corius Corralyn d'Sivis of the Speakers Guild

EL 5: Corius Corralyn d'Sivis is a highly respected barrister of the Speakers Guild. Though he devotes most of his time to the law, he occasionally sells his services as an advocate, lobbying for clients or negotiating high-stakes legal agreements. When adventurers run afoul of the law, Corius can offer them the chance to put their misdeeds behind them. Alternatively, the barrister could be employed to serve as an intermediary, negotiating missions on behalf of a mysterious patron who prefers to keep her identity secret.

Corius Corralyn d'Sivis — CR 5

Male gnome expert 6
LN Small humanoid
Init +0; **Senses** low-light vision; Listen +3, Spot +1
Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

AC 11, touch 11, flat-footed 11; +4 against giants (+1 size)
hp 29 (6 HD)
Fort +4, **Ref** +3, **Will** +7 (+9 against illusions)

Speed 20 ft. (4 squares)
Melee mwk dagger +5 (1d3–1/19–20)
Base Atk +4; **Grp** –1
Atk Options +1 on attacks against kobolds and goblinoids
Combat Gear *potion of eagle's splendor, potion of gaseous form*
Spell-Like Abilities (CL 1st):
2/day—*arcane mark*
1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals* (burrowing mammals only, duration 1 minute)

Abilities Str 8, Dex 10, Con 12, Int 15, Wis 13, Cha 16
Feats Education, Least Dragonmark (Mark of Scribing), Negotiator
Skills Bluff +12, Craft (alchemy) +4, Diplomacy +20, Disguise +3 (+5 to act in character), Gather Information +5, Hide +4, Intimidate +14, Knowledge (history) +7, Knowledge (local) +8, Knowledge (nobility and royalty) +9, Listen +3, Perform (oratory) +12, Profession (barrister) +10, Sense Motive +12, Speak Language (Goblin, Halfling), Spot +1
Possessions combat gear plus masterwork dagger, *glamerweave cloak of resistance +1*, glamerweave courtier's outfit

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Hook "Well, this is a fine mess. Now let's find a way to get you out of it."

House Tharashk

"We are hunters in a world of tribex."
—Kalaash'arrna, Tharashk inquisitive

House Tharashk carries the Mark of Finding, and its powers allow Tharashk heirs to track lost relics and living creatures alike. The ancestors of the house were savage hunters who drew on the power of their marks to track prey through the murky depths of the Shadow Marches. The spirit of the hunter lives on in the house today. Though one of the youngest houses, Tharashk possesses a vibrant competitive spirit that drives its efforts to increase its influence.

Born of Two Bloods

For thousands of years, the Shadow Marches were the domain of the orcs. It was a land scarred by the ancient conflict with the daelkyr, where the descendants of the first Gatekeepers and those corrupted by the touch of Xoriat continued to battle in the darkness. Fifteen hundred years ago, humans came to the Shadow Marches: refugees from the distant land of Sarlona fleeing the growing power of the Inspired. Though many of the orcs of the Marches met the first waves of settlers with hostility, a handful of tribes welcomed these strangers. Over time, this union of cultures produced both the clans of the modern age and the jhorgun'taal: "children of two bloods," or half-orcs.

When the Mark of Finding appeared among the clans five centuries later, it was carried by humans and half-orcs alike. Some considered this to be a divine gift to the humans and half-bloods to make up for their physical frailty—a magic mark in lieu of the great strength and dark-piercing eyes that Eberron had granted the orcs. The mark appeared among three clans—Aashta, Velderan, and Torrn—and over the next five centuries, the hunters of these clans would become legends within the Marches.

In 498 YK, expeditions from central Khorvaire reached the Shadow Marches. One such expedition was led by Zil gnomes, who had calculated that the distant land might hold rich deposits of dragonshards. In this, they were correct, but the discovery of the Mark of Finding was an even greater treasure.

The clan leaders were cunning and capable, but the Sivis emissaries were intent on working with the Marchers, not exploiting them. With the assistance of the gnomes, the three great clans and their lesser kin joined together to form House Tharashk, an Orc word meaning "united." For the symbol of the house, the first Triumvirate chose the dragonne, touched with the power of dragons and a fierce hunter in the legends of both Marcher orcs and Sarlonan humans.

Tharashk was founded on the dragonshard trade, its dragonmarked heirs employing the Mark of Finding to locate shard fields while their unmarked kin extracted those shards. The clan leaders were ambitious, however, and not content to remain in the shadows. Over the last three centuries, the house has spread across the world. Tharashk prospectors explore the darkest corners of Eberron, drawing dragonshards and other valuables from Q'barra, the Demon Wastes, and Xen'drik. City-dwellers sell their services as inquisitives and bounty hunters.

Since the rise of the Daughters of Sora Kell in Droaam, members of House Tharashk have served as intermediaries between the realm of monsters and the east, bartering the service of monstrous mercenaries across Khorvaire. The house takes great pride in having forced mainstream Khorvaire to recognize that orcs and half-orcs are worthy of the same courtesies and opportunities as the races already established in society. Now, house members have used their status to do the same for Droaam's monstrous races, who can be found living and working across Khorvaire. Not all are pleased with this turn of events—particularly House Deneith (see Supply and Demand on page 24).

Today, Tharashk is said to be working with the Inspired to locate crystal wastes in Xen'drik that are key to the creation of Riedran crysteel, and even sending expeditions to the Frostfell. Tharashk might be the youngest of the houses, but it is filled with fire. Its leaders intend to make their mark on Eberron, and the house is always searching for new opportunities to do so.

House Tharashk as an Organization

"We are the eyes of Eberron herself, and it is her voice that guides us to our prey."

—Maagrim Torrn, Tharashk triumvir

The humans and half-orcs of House Tharashk carry the Mark of Finding, and sell their services as prospectors, inquisitives, bounty hunters, archaeologists, and more. House Tharashk is more than just the power of its mark, however. Its people are driven and aggressive, determined to find new ways to increase the strength of their young house.

Joining House Tharashk

The clans of the Shadow Marches were formed by the union of orc and human cultures, and have grown alongside the half-orc culture that rose between them. Family ties are important to the people of Tharashk, and marriage is generally the only way to enter the house. Tharashk is willing to embrace any who share its values, particularly orcs who cannot bear the Mark of Finding but whose strength and bravery are a cornerstone of the house's mercantile success. Tharashk even accepts members of other races into its ranks, albeit rarely.

Entry Requirements

Race: Human, half-orc, or orc; other races at DM's discretion.

Special: Must be related to a member of House Tharashk by blood or marriage.

Heirs of Tharashk live hard lives and are encouraged to develop a diverse range of skills. Experts are common throughout the house, as are rangers (often found in the Marches) and rogues (predominant among heirs raised in the cities). Tharashk's wide-ranging ambitions can find a use for characters of almost any class, including barbarian, scout, and fighter. Even aristocrats can be found serving as mediators for mercenary contracts in the larger centers of Khorvaire.

The house has few wizards or artificers, but a strong tradition of sorcery runs through the clans. Rumors also abound of warlocks (from *Complete Arcane*) among the Aashta clan, attuned to the power of the Dragon Below. The house has a small corps of adepts, along with a handful of druids who follow the traditions of the Gatekeepers. These mystics often work with prospectors to protect and restore the land.

House Tharashk Benefits

House Tharashk is notoriously tightfisted with its resources, and provides little in the way of material benefits to its heirs. Even so, family members go out of their way to help their kin.

Economics: Tharashk heirs provide their services to relatives for 25% of the normal cost, if they charge at all. Tharashk spellcasters also cast 1st-level to 3rd-level spells at no charge for members of their clan (within reason). Heirs of a different clan will typically pay 50% of the normal cost of spellcasting.

Access: The house's relationship with monstrous nations can also prove a benefit. A recognized agent of House Tharashk often receives a friendly reaction

Guilds in House Tharashk

For all its short history, House Tharashk has been synonymous with the Finders Guild, and the operations of house and guild are common throughout rural and urban Khorvaire.

Finders Guild

The Finders Guild oversees a wide range of activities, from dragonshard prospecting in the wilds to inquisitive work in the larger centers of the Five Nations. The Finders Guild is described in more detail in the *Magic of Eberron* supplement.

Within the guild, a group known as the Dragonne's Roar coordinates the sales of monstrous mercenaries and laborers. Members of the Roar work with clients or serve as recruiters in the wild. Agents of the group must excel at diplomacy and have a good grasp of monstrous customs and language. Accidentally insulting a flight of harpies is generally a bad idea.

Finders Guild

Associated Classes: Aristocrat, barbarian, druid, expert, ranger, rogue, scout*, sorcerer.

Associated Skills: Craft, Diplomacy, Intimidate, Knowledge (nature), Profession, Search, Spot, Survival.

* See *Complete Adventurer.*

in Droaam, or from other groups that work with the Dragonne's Roar. At the same time, a Tharashk adventurer with a reputation as a gnoll- or ogre-slayer poses a threat to the work of the Roar, and might be censured by the house.

Favored in House Benefits

Favored Tharashk heirs can use their connections to call in services from their relatives, or to gain monstrous assistance through the Dragonne's Roar. More so than for most houses, heirs of Tharashk often find that geography is a factor in obtaining favors. An adventurer might convince the house to grant her the services of a 5th-level spellcaster, but the house's small number of such spellcasters might be deep within the Shadow Marches or Droaam at the time.

The following table indicates the types of favors a Tharashk character with the Favored in House feat might request.

FAVORED IN HOUSE THARASHK

DC[1]	Benefit
10	One free use of the least Mark of Finding; a loan of 100 gp at 10% per month[2]; free use of a monstrous Droaam mercenary (CR 1) for 1 day[3]
15	One free use of the lesser Mark of Finding; free use of a monstrous Droaam mercenary (CR 3 or lower) for 1 week[3]; use of house contacts to obtain a token of safe passage in the Shadow Marches for 1 month
20	One free use of the greater Mark of Finding; free use of a 3rd-level member of the Finders Guild (least dragonmark) for 1 week; free use of 1d4 monstrous Droaam mercenaries (CR 5 or lower) for 1 week[3]; use of house contacts to purchase Eberron dragonshards at half normal price[4]
25	Free use of a 5th-level member of the Finders Guild (lesser dragonmark) for 1 week; free use of house contacts to obtain a token of safe passage in Droaam for 1 month[5]

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.
3 If the mercenary does not survive the period of employment, the character must pay for a funeral and the house's cost to recruit a replacement.
4 See page 50 of *Player's Guide to Eberron* for information on dragonshard pricing.
5 Effectiveness to be determined by the DM.

PLAYING A MEMBER OF HOUSE THARASHK

Whatever your chosen profession, you are a hunter. Heirs of other houses lead lives of luxury, but not so the heirs of House Tharashk. As a child, you might have been stranded in the wilds or left to fend for yourself on the city streets. You would play games of hunter and prey, sometimes using real weapons. It is a harsh life, and not all heirs of the house survive it. You did, and it made you strong.

Your house is young, but what you lack in resources, you make up for in spirit. Tharashk has a destiny to fulfill, and you have a destiny in the house. Your pride is not the cultured arrogance of a Cannith dandy or the blind ambition of a toothless Deneith lord. It is calm assurance, based on skill and the will to succeed.

You are loyal to the house as a whole, but you also have a bond to one of the three great clans within the house. The Torrn and their allies have the strongest druidic tradition and the greatest number of full-blooded orcs. The Aashta and the lesser clans bound to them produce the sorcerers of the house, and have ties to the Cults of the Dragon Below. The Velderan clan is largely human, and is known for its altruism. Torrn Tharashk are typically neutral, while the Aashta often take opportunism to dark extremes.

Combat

You were taught to be self-reliant as a child, both in combat and out of it. Heirs of House Tharashk are expected to be able to handle themselves in battle, though a good hunter knows when he is outmatched by his prey. Treat battle like the hunt. Study your enemy, exploit his weaknesses, and do whatever it takes to achieve victory.

As a house, Tharashk relies on the skill of its heirs and its monstrous allies to handle security. A Tharashk enclave might have minotaur guards or other exotic defenders. The enclave at Zarash'ak is protected by a trio of medusas recruited from Cazhaak Draal.

Advancement

As an heir of House Tharashk, you live for the thrill of the chase, whether hunting deadly beasts in the deep Reaches or secrets in Sharn. Though you might have no personal interest in wealth or the trouble it buys, you know that heirs who bring revenue to the house are recognized for their efforts. By helping the house acquire a rich dragonshard field in Xen'drik or forming an alliance with a tribe of lizardfolk, you receive a share of the profits—but more important, you gain the favor of those above you.

THARASHK SURNAMES

All blood heirs of House Tharashk are entitled to use d'Tharashk as a surname, or to add the d' prefix to their clan name. Tharashk heirs often ignore this custom, however—some as a sign of clan pride, others as a form of rebellion against established traditions. A Tharashk heir is just as likely to introduce himself as an Aashta or a Velderan, and people are familiar with the names of the three great clans.

While Torrn, Aashta, and Velderan are the primary clans of House Tharashk, each of these three is allied with a number of smaller clans. Consider clan alliance when creating a Tharashk, but also feel free to devise your own surname for the character.

The Triumvirate: Daric d'Velderan, Khundar'aashta, and Maagrim Torrn d'Tharashk

For those who do wish to play the game of politics, rank within the house derives from a combination of talent, strength of will, and the courage to act. If you believe that a superior cannot perform his duties, present your evidence to a council of viceroys and call for a challenge. You can challenge only heirs of your own bloodline close to your rank, with terms set by the viceroys according to the position you are challenging. Should you call a challenge and fail, you might lose your current position in the house. At the least, you are unlikely to receive backing for any future challenges.

Missions

As an agent of the house, you serve the interests of the viceroys and triumvir of your clan. You might be called upon to negotiate an important alliance, to investigate a likely site of dragonshards or other resources, or to track down bandits preying on house prospectors. If you have the skills of a bounty hunter, you could be asked to undertake a particular contract on behalf of the house. Once you have earned the trust of the Triumvirate, your missions turn more to increasing the power of House Tharashk—possibly by undermining the strength of Cannith or Deneith. If you are allied with the Torrn clan, you could be assigned to the Gatekeepers; if you are Aashta, your tasks might serve the Dragon Below.

HOUSE THARASHK IN THE WORLD

"Kalaash? He's like a Valenar warhound: once he has the scent, he never gives up. Well, that and they both have fangs."

—Kessler, poet of Sharn

The Monsters of Tharashk

The alliance between House Tharashk and Droaam is one of the more colorful aspects of the house, and an aspect Tharashk continues to expand. Monsters attached to the house are evaluated, licensed, and monitored by the Dragonne's Roar. Monsters working for the house are all capable of having basic interactions with humans without resorting to violence. Gnolls, ogres, and minotaurs work as mercenaries or laborers, while gargoyles and harpies make useful couriers, scouts, and messengers. As a rule, Tharashk sells monstrous services only to established clients with good credentials, including house heirs. A person cannot simply walk in off the street and hire an ogre as a houseboy.

The cost to employ a monster is based on its Challenge Rating. Mercenaries are more expensive than laborers, who fight only when their lives are threatened (and only for themselves). Services are often limited to a particular area; ogres in Sharn work in Sharn, and cannot be taken on the road. Double the indicated cost to employ a flying creature. Monstrous mercenaries are hard to come by except in large communities, and most monster types cannot be hired. The DM should create a short list when player characters are seeking these services.

Creature CR	Laborer	Mercenary
0	2 sp/day	3 sp/day
1	6 sp/day	9 sp/day
2	3 gp/day	5 gp/day
3	12 gp/day	18 gp/day
4	40 gp/day	60 gp/day
5	100 gp/day	150 gp/day
6	200 gp/day	300 gp/day

Tharashk's financial success with its monstrous mercenaries is largely dependent on volume. Though the services of a smaller band of mercenaries can be obtained by special favor (see House Tharashk Benefits on page 77), the Dragonne's Roar normally will not hire out groups of fewer than twenty monsters, even to house heirs. The house also does not contract mercenary bands for less than one month's full service, paid in advance. Monstrous mercenaries and laborers must be paid full rate for travel time to and from an assignment. Obviously, dangerous assignments demand double the standard fees or higher, and illegal assignments from non-Tharashk are not accepted.

The services of House Tharashk can prove useful to adventurers as well as their enemies. Explorers, bounty hunters, inquisitives, and ambitious merchant princes can all wear the mark of the dragonne, and each serves a different role in a campaign.

Due to the guidance of House Sivis in the formative years of the house, Tharashk uses the traditional dragonmarked structure of viceroys, ministers, and masters. In addition, family plays a central role in House Tharashk, in the form of the alliance of three great clans: Aashta, Torrn, and Velderan. Each clan controls its own distinct territory, so that challenges within that territory must come from within the ruling clan. Instead of having a single matriarch or patriarch, the house is controlled by the Triumvirate, consisting of one leader (known as a triumvir) from each clan. The current triumvirs are Daric d'Velderan (CG male human ranger 6/dragonmark heir 2), Khundar'aashta (NE male half-orc rogue 6/dragonmark heir 3), and Maagrim Torrn d'Tharashk (N female half-orc druid 7/expert 5/Heir of Siberys 1). Humans and half-orcs often hold the house's leadership, though there have been orc triumvirs and viceroys in the past, especially among the Torrn clan.

Tension is acute within the house, especially between those Aashta heirs who revere the Dragon Below and the Torrn Gatekeepers. Feuds between clans occasionally have deadly consequences, but the house's leaders have largely managed to keep their kin focused on common goals, and dedicated to maintaining the strength of Tharashk.

Unknown even to most house members, the Valshar'ak Seal is a union of dedicated Gatekeepers who have vowed to use the resources of Tharashk to fulfill their ancient duties, and to prevent the Dragon Below from doing the same. Maagrim Torrn supports the Seal, but her position as triumvir prevents her from taking an active role with the group. Currently, the Valshar'ak Seal is led by the venerable Urlev Torrn (N male half-orc druid 11).

NPC Reactions

The people of Khorvaire are typically indifferent to the members of House Tharashk. Though many expect Marchers to be provincial and uncivilized, this expectation rarely translates into hostility. House Tharashk does regular bodyguard and mercenary business with House Lyrandar, and Thuranni and Tharashk share ambition and influence in Droaam. Agents of House Lyrandar and House Thuranni are often friendly toward their Tharashk counterparts. On the other hand, House Tharashk is openly resentful of House Deneith's self-styled military superiority and House Cannith's dominance over the dragonmarked houses. Adjust the attitude of a Cannith or Deneith heir by one step toward hostile when encountering a member of House Tharashk.

As mentioned in the *Eberron Campaign Setting*, most inhabitants of Droaam have their reactions adjusted by one category toward helpful when dealing with half-orcs. This also applies to human heirs of House Tharashk, but only if they identify themselves and prove their affiliation. In an ambush by hostile monsters, recognition might come too late.

Zarash'ak, City of Stilts

MC

HOUSE THARASHK LORE

Characters with ranks in Knowledge (local Shadow Marches) or Knowledge (nobility and royalty) can research House Tharashk to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Tharashk, made up of half-orcs, orcs, and humans, control the Finders Guild. Prospectors, inquisitives, and bounty hunters are the best-known members.

DC 15: The humans and half-orcs of the house carry the Mark of Finding, which lets them track down ore, dragonshards, or people. The orc members of the house do not carry dragonmarks. Tharashk also works with Droaam, selling the services of monstrous mercenaries.

DC 20: The house is composed of three major clans, all of which are extended families from the Shadow Marches. The families have quite different beliefs, but still work together successfully.

DC 30: Characters who achieve this level of success can learn important details about House Tharashk in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

Master inquisitive Kalaash'arrna

HOUSE THARASHK'S HOLDINGS

The Triumvirate of House Tharashk is based in Zarash'ak, the largest city in the Shadow Marches. House Tharashk wields considerable power and authority in Zarash'ak. In addition to heirs of the house, the enclave includes a number of monstrous guardians, laborers, and ambassadors from Droaam.

MEMBERS OF HOUSE THARASHK IN THE GAME

Through the Finders Guild, House Tharashk can be a valuable patron for any group of adventurers, not just heirs of the house. Would-be explorers could take assignments from the guild to venture into the depths of Xen'drik, the Frostfell, or other dangerous and unknown lands. Characters who do not want to join the guild might still be employed to protect a guild operation, and the house's inquisitives and bounty hunters could serve as useful allies. Alternatively, the Finders Guild could be a rival searching for the same treasure as the PCs—or even hunting the characters themselves.

House Tharashk's connection to Droaam provides an opportunity to explore the role of intelligent monsters in the game, and adventurers bound for Droaam will find Tharashk connections invaluable. The ambition of the house can also play a central role in a campaign. Tharashk is always looking for ways to improve its influence and to gain an economic edge over the other houses. Player characters have ample opportunity to shift the balance of power.

Adaptation

House Tharashk's struggle with House Cannith and House Deneith is one of subtle economics, and it could stretch on for decades with no obvious results. If the dragonmarked houses are due for a shake-up, Tharashk could take more direct action, deploying house agents and Droaamish forces to strike against the holdings of its foes. The cities of Khorvaire could become battlegrounds of harpy and half-orc against warforged and Blademark, with the PCs caught in the middle.

Sample Encounter

A Tharashk inquisitive or bounty hunter makes a formidable ally or an implacable foe. PCs who come up against one are well advised to figure out whose side he is on, and quickly.

EL 7: Kalaash'arrna is an independent inquisitive who runs a licensed agency called Information Acquisition in Sharn. The Arrnas are allied with the Aashta clan, and Kalaash is a ruthless character who specializes in digging up dirt on behalf of corrupt politicians. One of the enemies of the party could hire Kalaash to track them down or spy on them. Alternatively, Kalaash could have come across interesting information during an investigation that he might be willing to share with the PCs for a price.

KALAASH'ARRNA **CR 7**

Male half-orc rogue 4/master inquisitive 3
NE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft., Listen +10, Spot +8
Languages Common, Draconic, Gnome, Goblin, Orc

AC 16, touch 12, flat-footed 14; uncanny dodge, +1 against traps (+2 Dex, +4 armor)
hp 30 (7 HD)
Resist evasion
Fort +3, **Ref** +10 (+11 against traps), **Will** +3

Speed 30 ft. (6 squares)
Melee mwk rapier +6 (1d6/18–20)
Ranged hand crossbow +7 (1d4/19–20)
Base Atk +5; **Grp** +5
Atk Options sneak attack +2d6
Combat Gear *potion of gaseous form, potion of invisibility, potion of cure light wounds*
Spell-Like Abilities:
2/day—*locate object* (CL 6th)
1/day—*discern lies* (DC 15; CL 3rd), *locate creature* (CL 6th), *zone of truth* (DC 13; CL 3rd)

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 10, Cha 12
SQ contact (3rd level), trapfinding
Feats Investigate, Least Dragonmark (Mark of Finding), Lesser Dragonmark (Mark of Finding), Urban Tracking[B]
Skills Bluff +10, Decipher Script +6, Diplomacy +5, Disable Device +10, Disguise +1 (+3 to act in character), Gather Information +13, Hide +14, Intimidate +8, Knowledge (local) +8, Knowledge (nobility and royalty) +5, Listen +10, Move Silently +8, Open Lock +10, Search +15, Sense Motive +10, Speak Language (Draconic), Spot +8
Possessions combat gear plus *+1 shadow studded leather*, masterwork rapier, dagger, *darkweave cloak of resistance +1*, inquisitive's kit, masterwork thieves' tools

Hook "I know what you're looking for . . . better than you do."

House Thuranni

"Only from the shadows can one see clearly. Illumination waits for those who dare to step out of the light."

—Taen d'Thuranni,
bright phantasm of the Shadow Network

Though the Mark of Shadow was the first of the dragonmarks to appear, the elves of Thuranni are the youngest of the dragonmarked houses. Like their cousins in House Phiarlan, the Thuranni lead double lives. Known among the general populace as fine artists and courtiers, they are equally well known among the knowledgeable elite as purveyors of secrets and dark deeds. In a short time (especially by elven reckoning), the Thuranni Shadow Network has grown to rival and even eclipse its parent sect, the Serpentine Table of House Phiarlan. In espionage and undercover work, agents of the new house have as good a reputation as their Phiarlan brethren. In assassination, House Thuranni has a distinct and dangerous edge—one that makes many within the dragonmarked houses uneasy.

The edicts of Korth demand that the dragonmarked houses maintain strict neutrality with regard to the political concerns of the land. However, the work of espionage is, by its nature, inextricably linked with the affairs of nations and their partisan concerns. For that reason above all others, existing conflicts within House Phiarlan grew out of control, ultimately leading to House Thuranni's break from the rest of the house in 972 YK—an event now known as the Shadow Schism.

Eyes of All Nations

Before the start of the Last War, House Phiarlan had a comfortable working relationship with the heirs of Galifar who sat on the thrones of the Five Nations. The house helped them to maintain order in the kingdom, uncover treasonous conspiracies, and guard against any threat from outside Khorvaire. Phiarlan assassins removed insurgent leaders and other internal threats. On more than one occasion, House Phiarlan helped to enforce the strange laws of inheritance, such as the ones which prevented the eldest child of Breland's king from ever succeeding to Breland's throne.

There were occasions, even in a unified Galifar, when the rulers of the Five Nations plotted against each other and even against their sovereign, and House Phiarlan was often involved in those schemes. Nascent organizations that would eventually grow into Breland's King's Citadel, Aundair's Royal Eyes, and the like relied heavily on intelligence purchased from House Phiarlan.

With the death of King Jarot, the best efforts of House Phiarlan were no longer able to ensure a peaceful transfer of power, and Khorvaire was plunged into a century of warfare. Each of the Five Nations built up its own corps of covert agents and set them to work against the spies of enemy nations, while continuing to rely heavily on Phiarlan intelligence.

A house that was more strongly unified to begin with might have been able to remain united even under such circumstances, but House Phiarlan had always been fractious. The Mark of Shadow appeared not in one family line but in several, and relations among the Phiarlan lines had been strained in the past.

Five lines—the Tialaen, Shol, Elorrenthi, Thuranni, and Paelion—were the most prominent and influential families in House Phiarlan before the schism. Each line had its particular strengths within the broad field of the house's activities, and preferred clients among the factions and organizations of the Five Nations. Rivalry among those six lines, not to mention the numerous smaller lines within the house hierarchy, often grew fierce. Ultimately, the strains of the Last War proved to be greater than the ties that bound the Phiarlan families together.

The Shadow Schism

The final blow came in 972 YK. The Order of the Emerald Claw—at the time, an extension of Karrnath's government—was a favored client of the Thuranni family, as well as the most important espionage-related organization in Karrnath's government. Knight Superior Kadrath ir'Vardikk, a high-ranking Emerald Claw officer, came to Lord Elar Thuranni d'Phiarlan with information that pointed to a Brelish plot to assassinate both Karnnath's regent and its young king. The plot relied heavily on the talents of the Paelion line, the most fearsome assassins in House Phiarlan. Sir Kadrath demanded that the Thuranni line eliminate the Paelions before the assassins could carry out their mission.

At first, Lord Elar was hesitant to strike against his own house. He first tried to verify the information Sir Kadrath had brought him. What the Thuranni agents uncovered, however, was a far greater threat than a simple assassination plot against Karrnath. Lord Tolar Paelion d'Phiarlan, it seemed, had concocted an elaborate scheme to bring the Last War to an end and gather the reins of power in Khorvaire, not in Breland's hands, but in his own. Part of this plan, Lord Elar learned, involved exterminating the other Phiarlan families as well as the leadership of the other dragonmarked houses.

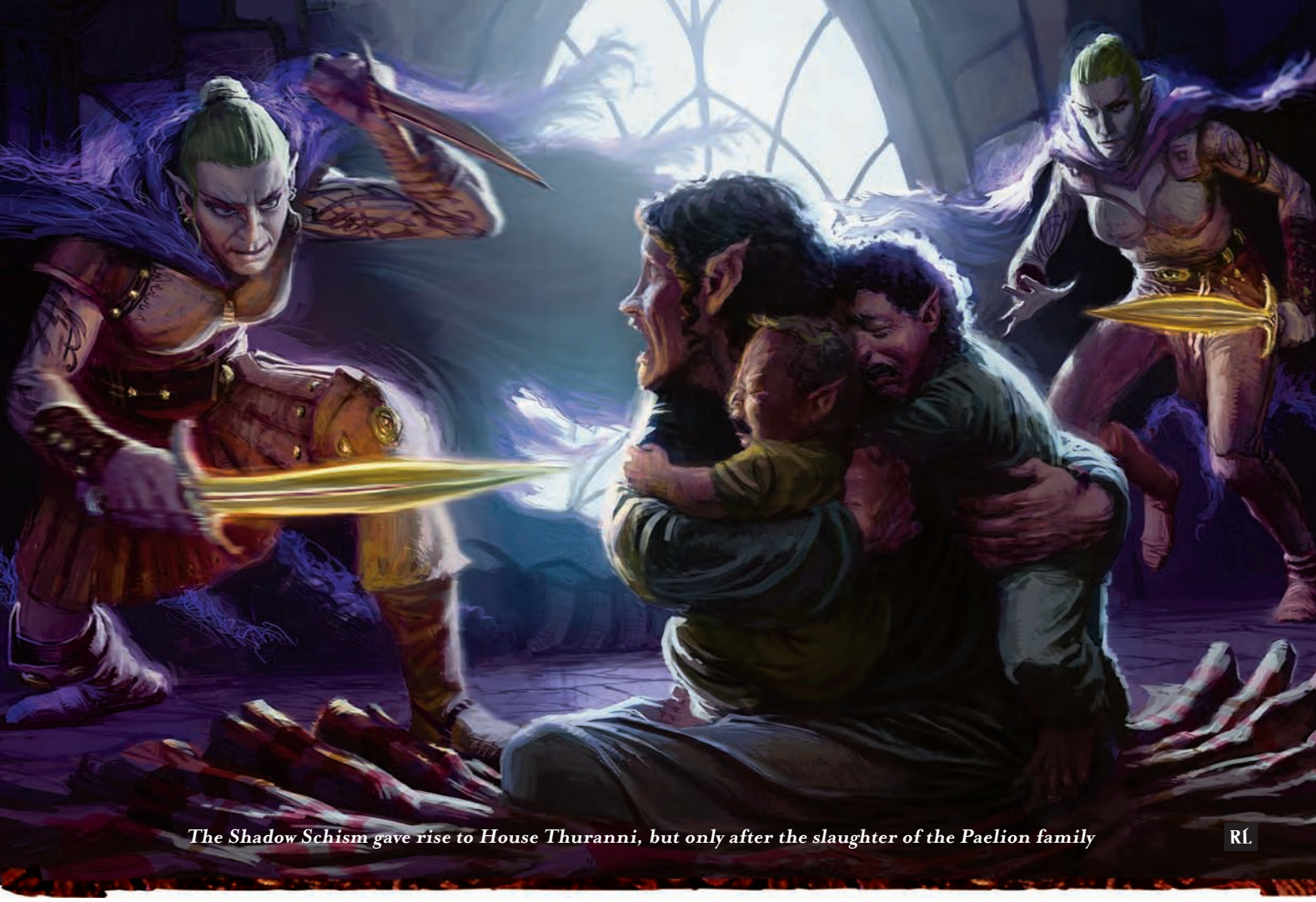
Some might have dismissed these plans as megalomaniacal ravings presenting little serious threat. Since they originated in the most fearsome line of assassins in all Khorvaire, however, Lord Elar took them utterly seriously, and he ordered an immediate strike to exterminate the Paelions before Lord Tolar could carry out his plan.

Lord Elar himself killed Tolar and his immediate family, while the Thuranni agents at his command slaughtered every Paelion within the family holdings in Lhazaar, and every one they could find in Phiarlan holdings across Khorvaire.

Outraged at this apparent betrayal, Baron Elvinor Ellorenthi d'Phiarlan declared the Thuranni line excoriate. Defiant, Lord Elar refused this punishment, instead declaring the formation of a new dragonmarked house. The clients of the Thuranni family continued doing business with the excoriate house, and Elar—now taking the title of Baron—managed to acquire some clients formerly loyal to the Paelion line.

To this day, Baron Elar d'Thuranni maintains that he acted out of loyalty to his own house and all the dragonmarked houses, quashing a plot that would have thrown all of Khorvaire into even greater upheaval. There are many sides to the story, however, and—as in all tales of espionage—the truth is hard to discern.

Some would suggest that the Order of the Emerald Claw actually fabricated evidence against the Paelions, bringing some of it to Lord Elar while planting the rest



The Shadow Schism gave rise to House Thuranni, but only after the slaughter of the Paelion family RL

in the Paelion holdings for Elar's spies to uncover. Some further suggest a link between the Emerald Claw's role in the Shadow Schism and Regent Moranna's decision to outlaw the order just four years later.

Other theories suggest wilder conspiracies. Some claim that human agents of the draconic Chamber helped to bring the schism about in order to fulfill prophetic claims about thirteen houses or the split of a single house. (Many of these theorists further claim that the same Chamber agents are working to prevent House Cannith from splintering for the same reason.) Others whisper that at least one prisoner in Dreadhold is imprisoned there for his role in fomenting the schism. Still others claim that Lord Elar and Baron Elvinor amicably agreed to a split in the house and used a mutual enemy, the Paelion line, as a scapegoat to cloak their true intentions.

Whatever the truth, the Shadow Schism was the most important consequence of the Last War as far as the dragonmarked houses are concerned. Just as the empire of Galifar was fractured into smaller nations, so too the Last War left the dragonmarked houses broken, unsure of their role in the new world and their ties to the new political powers of Khorvaire.

House Thuranni as an Organization

"Do not concern yourself with seeking out our aid. When we decide you need it, our aid will find you."

—Lord Elar d'Thuranni, house patriarch

The elves of House Thuranni carry the Mark of Shadow. Like their cousins in House Phiarlan, they use the powers of the mark for entertainment and espionage, but the houses have as many differences between them as similarities. Where House Phiarlan sees itself as an agent of balance, the Thuranni are driven by a sense of destiny. Forty millennia after their flight from Xen'drik, the families of the house still seek purpose, and the secrets they uncover are fragments of a puzzle of fate that has yet to be assembled. This drive is epitomized by the Dragon's Path, an organization dedicated to discovering the secrets of the draconic Prophecy.

Joining House Thuranni

By virtue of its young age and dark business, House Thuranni is a remarkably guarded organization. Where House Phiarlan found it necessary to open up while rebuilding after the Shadow Schism, the heirs of Thuranni have sealed their operations tightly. The house intends to concentrate on solidifying its power base for the time being, rather than embracing new and potentially troublesome members. At the same time, the house is obliged to accept foundlings and other legitimate heirs (if only to prevent Phiarlan from snapping them up), but such members are always watched closely.

Experts are common in House Thuranni, as are rogues, scouts (from *Complete Adventurer*), and bards. The house seeks to fill its ranks with as wide a membership as possible, and its special operatives often have levels in sorcerer, wizard, urban ranger (from *Unearthed Arcana*), or assassin.

ENTRY REQUIREMENTS

Race: Elf.

Special: Must be related to a member of House Phiarlan or House Thuranni by blood or marriage.

Unlike their cousins in House Phiarlan, a majority of Thuranni artists are not performers but artisans. Masters of the Demesne of Shape, the Thuranni are some of the most gifted architects, painters, and sculptors in the world. This is not to say that no actors, dancers, or musicians are found within the house, but many of those pursue the fine arts as well.

HOUSE THURANNI BENEFITS

As grim as it sounds, the greatest advantage to being a member of House Thuranni might be that no heir of Thuranni will accept a job (whether simple espionage or a contract for assassination) that targets or involves another member of the house.

Economics: The operations of the Shadow Network are more tightly controlled than those of any other guild in Khorvaire, and membership in House Thuranni is the only way for rank-and-file adventurers to hire Thuranni agents. The house's intelligence services are normally not discounted (but see Information, below).

Artists of House Thuranni who wish a gallery display of their work can call upon the house for assistance. In addition, the art produced by Thuranni heirs tends to sell faster and at a higher rate than equivalent work by other artists. Thuranni characters receive a bonus of 5%–20% (1d4×5) to the income generated by their Craft checks.

Information: House Thuranni members can make use of current information uncovered by members of the Shadow Network in the course of their work. While in a house enclave, a member can gain a +5 bonus on a single Knowledge, bardic knowledge, or lore check per day.

Though characters typically have to pay for the house's intelligence services, Thuranni agents often watch out for other house members, alerting them to threats or danger.

Access: The house can provide routine access to low-level, invitation-only social events, arranging for characters who are not artists to gain entry as part of an entourage.

Favored in House Benefits

Members of House Thuranni can call on the Shadow Network for aid or information, as outlined below. An opportunity to attend a social event refers to the chance to participate in an event specified by the heir. The house will always help an artist connect with dealers or patrons, but an agent wanting access to a benefit at the Dezina Museum of Antiquities needs to call in a favor.

The following table indicates the types of favors a Thuranni character with the Favored in House feat might request.

PLAYING A MEMBER OF HOUSE THURANNI

Given House Thuranni's short history and specific focus, you are expected to further the interests of the house at every opportunity. These are the house's formative years as an independent entity, and every move you make is watched closely. This is not to say that every heir of Thuranni must actively spy at the behest of house elders, but even the house's most insular artists and artisans are expected to keep up with current political events, and to pass on or collect information when asked.

FAVORED IN HOUSE THURANNI

DC[1]	Benefit
10	One free use of the least Mark of Shadow; use of house contacts to gain a +5 circumstance bonus on a Gather Information check; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Shadow; an introduction to a well-placed guild official, successful criminal, or similar NPC; an invitation to a gala event; use of house contacts to gain a +10 circumstance bonus on a Gather Information check; use of house contacts to purchase poisons or buy and sell stolen goods[3]
20	One free use of the greater Mark of Shadow; free use of a 3rd-level member of the Shadow Network (least dragonmark) for 1 week[4]; an introduction to a crime lord, guildmaster, or similar NPC; a chance for four characters to infiltrate an exclusive social event as artisans; use of house contacts to gain a +15 circumstance bonus on a Gather Information check; use of house contacts to send a message through a *scrystone*
25	Free use of a 5th-level member of the Shadow Network (lesser dragonmark) for 1 week[4]; an invitation to an exclusive social event for four characters; use of house contacts to gain a +20 circumstance bonus on a Gather Information check; a free portrait of up to five people

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.
3 Availability of poisons and prices for stolen goods to be determined by the DM.
4 For legal activities only.

By choosing the path of espionage, you are joining a secret society that monitors its agents closely. The Shadow Network differs from the Serpentine Table in both its agenda and its methods, and prospective members are encouraged to remember this. Because of its aggressive techniques, the network relies heavily on the loyalty of its members. As such, serving efficiently and consistently is the surest way to earn the respect of one's peers within the house.

Combat

Once a course of action has been determined and set, only death or the direct order of a superior can deter you from carrying it out. Like your Phiarlan kin, you are a master at sizing up your opponents, whether in advance or in the thick of the fight. Whenever possible, you try to set the terms by which combat takes place.

The Thuranni attitude toward combat dictates that you should always consider whether death is your intention. Assassination is one thing, but a simple escalation of tension should always be resolvable. Arguments should never end with blood spilled, but if death is required, you prefer to deliver it as quickly and effectively as possible.

Advancement

As a young house, Thuranni can ill afford mistakes—particularly conspicuous ones. Ambition and talent will take you far in the house, but only espionage work that

shows results and goes undetected will see that ambition and talent recognized.

Because its artistic endeavors are so closely tied to its spying, Thuranni expects its heirs to be as ambitious with their creativity as they are with their undercover work. Heirs should strive to make an impression in their artistic field, and to cultivate a reputation that grants them access to the upper levels of Khorvairian society and the secrets held there.

Missions

Undertaking missions for the Shadow Network requires strength and certainty in equal proportions. If the companions in your party are not of House Thuranni, they need to respect that you have ties you cannot disclose—or will need to be replaced with new allies. The house has next to no sympathy for those who would jeopardize its existence with even a moment's indiscretion.

Thuranni chooses its clients and assignments carefully, and any mission you are given will be as important as it is likely dangerous. As with House Phiarlan, Thuranni agents specialize in making magical observation easier by getting close to targets on the ground. Especially with the house's growing reputation as assassins, the most important part of any mission is to ensure that your work goes undetected.

Should your work for the house bring you into the service of the Dragon's Path, you can expect your assignments to encompass more than the routine politics of the Five Nations and the dragonmarked houses. The eternal question of what destiny the dragonmarked serve lingers deep in the heart of your house. As a result, you might find yourself engaging in more traditional adventuring—seeking old lore, reclaiming relics of the past, digging through lost tombs—in your ongoing search for the secrets of the past and future. Such expeditions might even bring you into contact with the dragons themselves, about whom your superiors are always cautiously interested in learning more.

HOUSE THURANNI IN THE WORLD

"A curious tiger did I see/Curled up high in yonder tree/Its fur jet black, but somehow striped/Its muscled form with skin drawn tight/And when it turned to look at me/Vanished from before my sight."

—"A Curious Tiger," by Danika Rumblestone, the Bard of Galethspyre

Baron Elar d'Thuranni, Patriarch of House Thuranni RD

After the Shadow Schism, House Thuranni adopted the displacer beast as its symbol, invoking that creature's ability to appear to be in one place while actually in another, a hallmark of Thuranni operatives long before the house's secession. The Thuranni coat of arms also includes the image of a length of chain attached to a spiked bar. Heirs claim it symbolizes both their power and the chains that once bound them to tradition and to the Phiarlan. Those few who dare to imply that the image's similarity to a flail—the traditional weapon of the Order of the Emerald Claw—is anything more than coincidence are likely to face mocking derision in public, and in private, much, much worse.

Where the elves of Phiarlan employ the mask of shadows as a secondary standard, Thuranni has

Guilds in House Thuranni

Though the youngest dragonmarked house, Thuranni has House Phiarlan's centuries of experience to draw on in its business dealings—and its ability to screen its darker business behind artistic endeavors.

Unlike House Phiarlan, House Thuranni has no interest in opening up to those outside the house. As a result, though it offers artistic training through the True Shapers, such training has no connection to the artistic or espionage activities of the Shadow Network.

The Shadow Network

Thuranni's answer to the Entertainers and Artisans Guild is the Shadow Network, a single organization that encompasses both the house's public and private services. Unlike House Phiarlan, which operates the Serpentine Table as a separate branch of the house, Thuranni's Shadow Network is an integrated guild. As such, virtually all Thuranni's artists are involved to some degree in espionage activities, even if only by being aware that their business helps obscure them.

Agents of the Shadow Network must be loyal to a fault, for they are entrusted with secrets and tasks of critical importance to both the house and its clients. In particular, the Shadow Network accepts assassination work more readily than the Serpentine Table, and this secret is one that network members protect with their lives. Low-level agents of the Shadow Network are typically better informed as to the details of their assignments than their counterparts in the Serpentine Table.

THE SHADOW NETWORK

Associated Classes: Assassin, bard, expert, rogue, scout*, sorcerer, urban ranger**, wizard.

Associated Skills: Bluff, Disguise, Hide, Gather Information, Listen, Move Silently, Sense Motive, Sleight of Hand.

* See *Complete Adventurer.*

** See *Unearthed Arcana.*

adopted the symbol of a crescent moon, its face wreathed in shadow. Members of the house wear this symbol in the form of a small pendant, often hidden beneath the tunic or shirt.

Unlike the house from which it split, House Thuranni makes no pretense to neutrality. The house sees its actions as having greater purpose than simply supporting the subtle machinations of lords and kings. This ideological separation combines with the house's business philosophy to make heirs of Thuranni more ruthless and aggressive than the Phiarlan.

House Thuranni observes the traditional hierarchy of the dragonmarked, but also maintains divisions based on the roles heirs play within the house. Though House Phiarlan still maintains its own center for the Demesne of Shape in Thaliost, all serious students of architecture, costuming, painting, pottery, and sculpture study at the true heart of the discipline—the House Thuranni enclave in the Karrnathi city of Atur. Thuranni calls its demesne the True Shapers as an unsubtle jibe toward Phiarlan, and students from all races and nations study under its master artists and artisans. The True Shapers is run by Lord Eriz d'Thuranni (CN male elf aristocrat 1/expert 7/dragonmark heir 3).

At the core of House Thuranni, the Dragon's Path remains dedicated to unraveling the draconic Prophecy as it unfolds on Eberron. Composed primarily of older house members with a strong sense of history and a working knowledge of magic, the Dragon's Path includes architects, astrologers, historians, and the field agents who do their bidding. The traditions of the Dragon's Path are unique, and do not overlap with the dragon prophets, the work of the Chamber, or House Sivis's study of the prophecy. Members of the order believe that the dragons have kept their knowledge of the Prophecy to themselves for far too long, and recall the dragon wars of Aerenal as proof that the great wyrms' agenda sees the "lesser races" as expendable if need be. The order is administered and convened by Viceroy Ureilya d'Thuranni (LN female elf aristocrat 1/wizard 6/geometer 5; the geometer prestige class can be found in *Complete Arcane*).

Where the Serpentine Table is but one aspect of House Phiarlan, its mirror sect among the Thuranni is the true face of the house—and all other sects merely veils of convenience. The talent and vision of Thuranni artists is real, but so too is the dedication with which they pursue other, darker arts.

Like Phiarlan's espionage network, the Shadow Network divides its agents into four ranks. Unlike in the Serpentine Table, shadow is the highest rank a member can hope to attain. Those of lowest rank are known as wisps, and they represent a small majority of its membership. Apparitions coordinate groups of wisps, while phantasms are elite operatives and field agents. Each operative is further defined by one of two descriptors. The bright classification signifies an agent who excels at missions of an aggressive nature, including assassination; the pale classification denotes an agent who specializes in deep cover missions of finesse. Though rumors of a fifth rank, an office known as the Master of Shadows, have circulated through Thuranni in recent years, little evidence supports such tales.

NPC Reactions

Most residents of Khorvaire have a passing knowledge that the elves of the Mark of Shadow now comprise two distinct families, but few have any real knowledge of the Shadow Schism or the philosophical divisions that drove the split. Those familiar with the art world know that the heirs of Thuranni comprise the talented painters, sculptors, and architects that once blessed House Phiarlan, but Thuranni heirs typically receive the same degree of respect and awe as Phiarlan heirs (and are often mistaken for them).

Those who know of the Shadow Network are more reserved in their dealings with members of the house, though this apprehension can either improve or worsen starting attitudes, depending on the circumstances.

House Thuranni's strongest ally among the dragonmarked houses is House Tharashk. The House of Finding is also young and ambitious, and was quick to side with Thuranni after the Schism. Heirs of Phiarlan react to Thuranni with cold detachment, and prefer to keep any encounters brief. At the same time, both houses share a wariness of the Bloody Shadows (see page 119), who are more hostile to heirs of Thuranni than any other group.

HOUSE THURANNI LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research House Thuranni to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Thuranni is a well-known name in architecture.

DC 15: The Thuranni have the Mark of Shadow, as do the Phiarlan. The houses split during the Last War. Thuranni specialize in painting, sculpture, and architecture.

DC 20: Both Phiarlan and Thuranni are reported to engage in illegal espionage activities. The Phiarlan ignore such comments, but the Thuranni become offended.

DC 30: Characters who achieve this level of success can learn important details about House Thuranni in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

Typically, this applies only to the publicly known members of the house. Regardless of the check result, only members of House Phiarlan, House Thuranni, or a character with access to informed intelligence can use a Knowledge check to gain information about Thuranni's clandestine activities or agents of the Shadow Network.

HOUSE THURANNI'S HOLDINGS

The power of House Thuranni is centered in and around the Lhazaar Principalities. The Shadow Network likes to discourage the idea that its operations are based in any one location, but the powerful families that make up the house claim territories that are more or less their own. The Thuranni family, led by the house patriarch, Elar d'Thuranni (LN male elf rogue 6/dragonmark heir 3), has holdings in the Lhazaar capital of Regalport and in Sharn, and most high-level house business is carried out in these two places. The patriarch has also been developing a massive, heavily fortified family enclave near the northern island of Stonespur for the last two decades.

The town of Tantamar, on the northern coast of the Lhazaar Principalities, is the center of house activity on the mainland. House Thuranni has additional enclaves in Droaam, Karrnath, and Q'barra, and has established outposts and safe houses across Khorvaire.

MEMBERS OF HOUSE THURANNI IN THE GAME

Few Thuranni heirs travel to perform or present their arts, so their casual introduction often requires a context. Characters who attend a gala or other event might see Thuranni sculpture on display, or could be introduced to the Thuranni prodigy who designed the hall itself. One of the ironies of the Shadow Schism is that Phiarlan operatives often find themselves performing within concert halls and theaters designed by Thuranni artisans.

Adaptation

Where House Phiarlan prefers to deal in entertainment first and information second, House Thuranni is largely the reverse, at least among its ruling elite. Though individual Thuranni might never undertake an espionage mission, they are trained to do so, and the house aggressively pursues its more prosperous ventures. If the campaign warrants it, Thuranni could pursue an internal agenda that centers more on manipulating the government and politics of Khorvaire than resolving the houses' place in the unfolding of the draconic Prophecy.

Sample Encounter

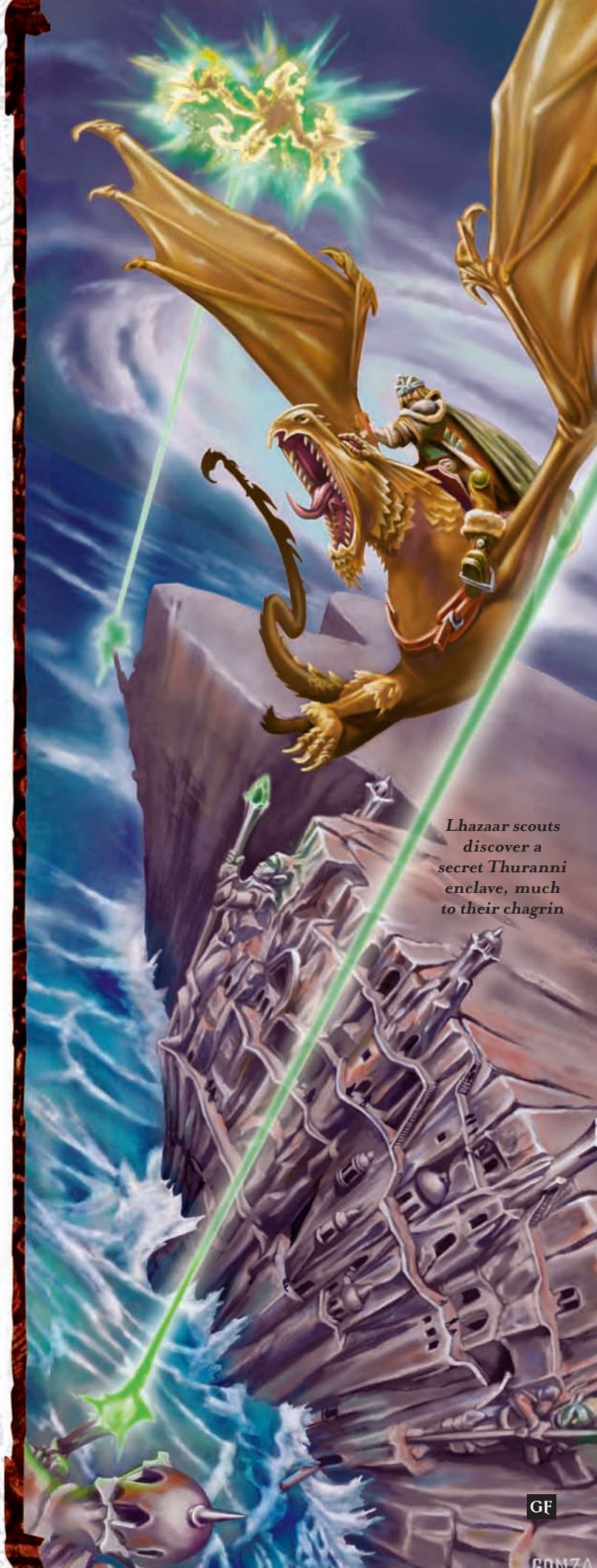
A campaign that involves espionage and intrigue can easily feature House Thuranni, either as independent agents or instigators of a crisis. Any adventure or scenario suitable for House Phiarlan works equally well for Thuranni, but the Shadow Network is much harder to access than the Serpentine Table. In almost all instances, agents of the network will approach PCs who need their services, rather than the other way around.

EL 10: Lady Aeylia d'Thuranni is renowned among the Thuranni, but her family can ill afford to publicly boast of her accomplishments. By day, she is the consummate courtier, touring the cities of Khorvaire as a representative of both family and house. Her artistry (by way of the Disguise skill) is the transformation of image through cosmetics, and dragonmarked women of nearly every house seek her out. By night, Aeylia is one of the most accomplished and heralded shadow hunters in her house, and she has used her mastery of disguise to root out members of the hated Bloody Shadows sect on more than one occasion.

A party might cross paths with Lady Aeylia at a house gala or other event. She travels almost constantly, often traveling a circuit that winds its way through all Five Nations. Alternatively, PCs could run into her on active assignment, most likely while she is in disguise.

The Urban Ranger

Aeylia d'Thuranni and Kaleth d'Phiarlan (see page 120) use the urban ranger variant class presented in *Unearthed Arcana*. This optional class is well suited to the work of House Thuranni and House Phiarlan. Urban rangers substitute the Urban Tracking feat (*ECS* 61) for Track, and have Gather Information, Knowledge (local), and Sense Motive as class skills in place of Knowledge (dungeoneering), Knowledge (nature), and Survival.



Lhazaar scouts discover a secret Thuranni enclave, much to their chagrin

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Lady Aeylia d'Thuranni

Lady Aeylia d'Thuranni **CR 10**

Female elf aristocrat 1/urban ranger 4*/shadow hunter 5**

* See *Unearthed Arcana*

** New prestige class described on page 117

LN Medium humanoid

Init +3; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, Elven

AC 19, touch 13, flat-footed 16
(+3 Dex, +6 armor)

hp 58 (10 HD)

Immune sleep

Fort +9, **Ref** +11, **Will** +7 (+9 against enchantments)

Speed 30 ft. (6 squares)

Ranged *+1 elfbane longbow* +13/+8 (1d8+1 plus poison/×3) or

Ranged *+1 elfbane longbow* +11/+11/+6 (1d8+1 plus poison/×3) with Rapid Shot

Base Atk +9; **Grp** +9

Atk Options Point Blank Shot, favored enemy elves +2, poison (black adder venom, DC 11, 1d6 Con/1d6 Con)

Special Actions cloak of shadows, deeper shadows, shadow sense, shadowblind (ranged touch +12, DC 17), shadowsight, wild empathy +4 (+0 magical beasts)

Combat Gear 1 dose of black adder venom

Urban Ranger Spell Prepared (CL 2nd):

1st—*jump*

Spell-Like Abilities (CL 11th):

8/day—*darkness*

1/day—*clairaudience/clairvoyance, net of shadows** (DC 14)

* *Spell Compendium* 147

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 16, Cha 14

SQ able to notice secret or concealed doors, poison use

Feats Dragonmark Prodigy*, Least Dragonmark (Mark of Shadow), Lesser Dragonmark (Mark of Shadow), Point Blank Shot, Rapid Shot[B]

* New feat described on page 138

Skills Balance +4, Bluff +11, Diplomacy +14, Disguise +10 (+12 to act in character), Gather Information +8, Hide +6, Jump +1, Intimidate +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Listen +9, Move Silently +6, Perform (acting) +6, Search +2, Sense Motive +7, Spot +9, Tumble +9

Possessions combat gear plus *+1 glamered elven chain, +1 elfbane longbow* with 60 arrows, *quiver of Ehlonna*

Hook "When I'm finished with you, dear, you won't recognize yourself."

House Vadalis

"Through the marriage of magic and nature, we have discovered the path to perfection. Every new generation better than the old. Every form stronger, tougher, more perfect. How can they gaze upon this animal's grace and power and call it wrong?"

—Regine d'Vadalis, Varna breedmaster

House Vadalis is arguably the most innocuous of the dragonmarked houses. Its gifts do not win battles or drive the commerce of nations; the house was not instrumental in the Last War or in establishing the traditions of the houses. Its mark allows it to better care for and control animals; while useful, this ability is hardly the stuff of legend.

Yet somehow, this inconspicuous house carries more than its share of controversy. During the War of the Mark, it was rumored that House Vadalis bred arcane beasts so horrifying that they were later banned and destroyed. Valenar refuses to allow Vadalis heirs to even enter the country, and the house's bonding of magic with nature alternately inspires wonder or hostility among the people of Khorvaire.

Family Business

The dragonmarked houses consist of extended families—separate bloodlines that all trace back to a common ancestry. However, the sheer size of most houses means that few house members can claim any sort of relationship outside their immediate family unit within the house. House Vadalis is the exception to this rule.

While the other houses have done their best to increase their size and influence on Khorvaire, House Vadalis has taken almost the opposite stance. Every Vadalis heir over the age of 10 can recite his family lineage on both sides for several generations. This is not a matter of rote memorization for the purpose of pride, but information that sees daily use. Through this knowledge, any heirs of House Vadalis can determine their exact relationship to one another within an hour's time. This in turn creates a strong bond between them. It is one thing to work alongside someone who shares your name, but another to aid your grandmother's sister's great-grandson—at least to a Vadalis heir.

House Vadalis is a family first and a business second. Commercial deals that might threaten the larger family unit are ignored, while plans with less profit that accommodate the house's structure are taken up instead. The other houses are routinely astounded by the Vadalis way, often ridiculing the house's limited wealth and influence, but Vadalis simply takes a different view of the world. In their minds, no one of their blood is a stranger, and no amount of money can take the place of kin.

House Vadalis as an Organization

"Blood will tell, ladies and gentlemen. I know it might seem unfashionable, but it's true. Just as no amount of breeding an inferior line will get you a champion, no superior line can stay hidden for long."

—Brogo d'Vadalis, breedmaster of Maynar's Menagerie in Sharn

House Vadalis is a dragonmarked house of humans who carry the Mark of Handling in their bloodlines. They run the Handlers Guild, devoted to breeding, selling, caring for, and training animals throughout Khorvaire. Originating in the Eldeen Reaches, Vadalis is the only human dragonmarked house to keep its center of operations outside the Five Nations. Its members are content to serve the small cities, towns, and rural areas largely ignored by other houses.

JOINING HOUSE VADALIS

Vadalis admits new members into its ranks only rarely, and those seeking to marry into the house are carefully vetted. Heirs are allowed to wed for love, but only with the permission of the elder council. As serious as the house takes the bloodlines of its beasts, it gives the same attention to its own. This has made Vadalis the butt of numerous jokes, but house members typically take little notice of what the outside world has to say.

House Vadalis maintains a tight focus on its chosen field, and members are directed toward the classes of expert, fighter, or ranger. Spellcasters are strongly encouraged to study with the druids rather than wizards or clerics, strengthening the ties between the house and the Wardens of the Wood in the Eldeen Reaches.

ENTRY REQUIREMENTS

Race: Human.

Special: Must be related by birth or marriage to a member of House Vadalis.

Baron Dalin d'Vadalis of Varna

House Vadalis is the smallest of the dragonmarked houses by both wealth and population. This is as much by design as circumstance, and ambition within House Vadalis is sometimes unrecognizable to the members

GUILDS IN HOUSE VADALIS

House Vadalis runs the Handlers Guild, devoted to the business of breeding, caring for, and selling prize animal stock. Membership in the Handlers Guild is not mandatory for all house members, but for heirs who intend to work outside the main enclaves, the guild establishes a good working relationship with ranchers and other breeders.

In the same way, membership in the Handlers Guild is not automatically a stepping-stone to status in the house. Both guild and house are vital in their own right, and joining one solely to make progress in the other is actively discouraged.

HANDLERS GUILD

The Handlers Guild is a mercantile guild under the control of House Vadalis. Unlike the dragonmarked houses in which guilds control industry while the house handles administrative tasks, Vadalis divides responsibilities in a different fashion.

The house handles research into new types of animals and new breeding programs, as well as the sale, care, and training of those animals. The Handlers Guild functions much as an outreach program, operating primarily in areas where Vadalis does not have official house enclaves. The guild serves to gather independent ranchers and breeders, share information and bloodlines, and sell Vadalis methods and training to those who want to improve their own herds through nonmagical means. In addition, the guild licenses the teamsters, drovers, stablehands, and handlers that comprise the most common face of the house in Khorvaire.

The Handlers Guild provides certification for its members, allowing them to find work with wealthy patrons who need their lands and livestock managed. It also deals with business the house does outside the Eldeen Reaches. It has almost no enclaves or outposts, its members instead meeting up wherever their travels happen to take them. Some have noted that such a fluid presence would make an excellent front for any number of sinister causes, but no evidence of such activity in Vadalis has ever been found.

HANDLERS GUILD

Associated Classes: Druid, expert, fighter, ranger.

Associated Skills: Appraise, Concentration, Handle Animal, Heal, Profession, Ride, Survival.

of another house. The bucolic lifestyle that most house members lead keeps them tied to the cycles of nature, instilling a patience that few outside a farming community ever know.

Vadalis is flexible when it comes to the career preferences of its members. Experts form the bulk of the house's breeders and record keepers, as well as the merchants charged with selling animals. Warriors and fighters often become teamsters, driving caravans for House Orien or providing security at house enclaves or on the road. Rangers support the care and training of animals for Vadalis clients, and travel unexplored lands to seek out new specimens, retrieve lost animals, or act as couriers in areas too remote for Orien to serve. Druids work to protect the land and safeguard the policies and processes of the house. They act as an ethical compass for the family, and are central to the magical research needed to develop and improve existing breeding programs.

HOUSE VADALIS BENEFITS

House Vadalis's investments and holdings are primarily centered in the Eldeen Reaches and Aundair, with minor enclaves and outposts spread across Khorvaire.

Economics: House Vadalis offers a 25% discount on the purchase of its magebred animals to house members, and a 50% discount on stabling and related services.

Gear: House Vadalis gives free use of pack and riding animals (horses, mules, oxen, and so on) and related gear to house members, as long as the animals are well tended. Neglect or abuse of an animal will cause this privilege to be suspended indefinitely.

Access: House Vadalis members can travel by Orien caravan for free, thanks to Orien's long-standing use of Vadalis animals and drivers. Such passage is on regular routes only, and is subject to available space on a caravan.

Favored in House Benefits

Members of House Vadalis have access to a wide range of benefits of use to adventuring characters. The following table indicates the types of favors a Vadalis character with the Favored in House feat might request.

PLAYING A MEMBER OF HOUSE VADALIS

You have grown up with respect for both family and nature. You understand the culture of the Five Nations (as least as well as you want to), but are not drawn into the games of ambition and status others play. You know the beauty and power inherent in life, the mysteries of birth and death, and the miracles that happen in between. Those divorced from the land might offer scorn and ridicule at your lack of supposed sophistication, but your world holds far more truth than those who inhabit the cities will ever know.

The modern age is a tangled web of plots and plans, but the forces of nature are stronger than the machinations of people. Your insights into the natural world allow you to easily see through the lies and deception of the cities and their folk—and never to let on how much of their subterfuge you see.

FAVORED IN HOUSE VADALIS

DC[1]	Benefit
10	One free use of the least Mark of Handling; an introduction to a friendly druidic sect in the Eldeen Reaches; free feed and stabling for up to four animals for 1 week at any House Vadalis outpost or enclave; a loan of 100 gp at 10% per month[2]
15	One free use of the lesser Mark of Handling; free feed and stabling for up to four animals for 1 month at any House Vadalis outpost or enclave; the use of a magebred animal (CR 1) for 1 week
20	One free use of the greater Mark of Handling; free use of a 3rd-level member of the Handlers Guild (least dragonmark) for 1 week; the use of up to four magebred animals (CR 2) for 1 week; free feed and stabling for up to four animals for 3 months at any House Vadalis outpost or enclave
25	Free use of a 5th-level member of the Handlers Guild (lesser dragonmark) for 1 week; the gift of a magebred animal (CR 3); the use of up to four magebred animals for 1 month; free feed and stabling for up to four animals for 6 months at any House Vadalis outpost or enclave

1 If a requested favor involves an illegal or dangerous act, increase the DC by 5. Favors with DCs of 20 or higher always require additional service to the house.
2 A character can have no more than one loan at a time.

Combat

Living close to nature, you have examined the rule of tooth and claw first hand. Regardless of the affectations people choose to give it, combat is not a game. You fight when you must and you fight to win, but you are never afraid to walk away from a fight if you have the option.

Aside from the lives and well-being of those you care about, few things are worth dying for. However, when death is on the line, hold nothing back. Forget courtesies and traditions. You fight for blood, and nothing should keep you from spilling it. Never leave an enemy alive unless you know he cannot return to harm you. At the same time, leave the fight on the field. Combat should never be a personal matter, and making it so clouds your judgment.

Advancement

Whether you were born a Vadalis or married into the family, you carry the blood of your house now. Regardless of what direction life takes you, your place here is secure.

As long as you pursue a career within Vadalis, the house pays for the training and equipment you need to complete your goals (within reason). The house might arrange instruction for you if you pursue an outside vocation, but you must pay your own way. Dragonmarked heirs are expected to continue using their marks for house business even if their main career takes them far from house and birth. Regardless of career choice, an heir of House Vadalis is family. Unless you harm the house, your place within it is always secure.

Missions

House Vadalis is bound to the natural world, and its heirs strive constantly to maintain the balance of that world.

As a member of the house, you act as both shepherd and hunter, traveling through the wild areas of Khorvaire in search of new bloodlines, or preventing Vadalis stock from disrupting the natural order. Not all Vadalis missions will keep you on the frontier, though, and you might accompany Orien caravans to any corner of Khorvaire, or act as handler for rare magebred creatures in the nightclubs of Sharn.

Members of House Vadalis typically play a support role in combat, since their abilities are often secondary to those of the animals they command. They use their creatures to help control movement on the battlefield, driving their enemies into the waiting arms of reinforcements.

HOUSE VADALIS IN THE WORLD

"Marriage of magical and natural, they call it. But you ever see a Vadalis handler drive one of those magebred beasts? Faster than nature intended. Tougher, too. I saw a Vadalis horse kill a bear, once. Marriage of magical and unnatural is what I say."

—Cyrus Unce, rancher of Aundair

House Vadalis makes an excellent option for working a dragonmarked house into a wilderness or rural campaign. Vadalis rangers and fighters can be encountered across Khorvaire, wherever people are scarce and animals abound. Whether wandering the open road, stationed at remote outposts, or conducting business in small towns across the continent, Vadalis heirs can motivate players to look beyond the cities for their adventures.

PCs can become involved with House Vadalis by joining up with an Orien caravan, either as passengers or hired help. Alternatively, if a marauding beast endangers a settled area, a Vadalis ranger can make an appearance to either control the animal or kill it. Such a character might become an ally of the PCs—or could become competition for a party of adventurers seeking their fortunes in the wilds of Khorvaire.

The most famous member of House Vadalis is technically no longer a member at all. The consort of Queen Aurala of Aundair, Sasik d'Vadalis renounced all position and ties to his house upon marrying the queen, though he remains a member of the Vadalis family. His brother is the patriarch of the house, Dalin d'Vadalis (CG male human expert 8), and the two remain close despite Sasik's change in station.

House Vadalis is the only human house to have its center of power outside the Five Nations. Its members have no titles, not even the patriarch. Vadalis makes no claim to nobility or greatness, a fact that aggravates the more ambitious houses. Outside the house, guild members who have attained excellence in their fields are known as breedmasters, but this title is designed solely to inspire confidence in those who have business dealings with the house. No set council advises the patriarch; rather, decisions are a family affair, with

Soldiers of the Brelish Ninth Brigade ride bears bred by House Vadalis

all adults present in the enclave giving their opinions on important matters. These meetings can be long and chaotic, but members of Vadalis consider them integral to the function of the house. Patriarchs who ignore the will of others quickly find themselves replaced.

NPC Reactions

Members of House Vadalis go their own way, not caring what others think, and this willfulness feeds into the antipathy some have toward the house. Though few common folk are foolish enough to subscribe to the tales of Vadalis as a breeder of monsters, members of the house typically cannot be bothered to deny those tales. As a result, the people of rural Khorvaire are friendly toward Vadalis heirs if they have worked with them, but unfriendly if they haven't. City folk are typically indifferent, but a Vadalis heir in the city might be met with thinly veiled contempt.

Members of most dragonmarked houses have an initial reaction of indifferent upon meeting a member of House Vadalis, given the difference in approach and style between Vadalis and the other houses. The exception to this is House Orien, whose members are uniformly friendly toward Vadalis heirs. Members of the Wardens of the Wood also have an initial attitude of friendly toward members of House Vadalis, while most other druidic sects have an initial attitude of indifferent. The exception is the Ashbound, whose abhorrence for magebred animals makes them hostile toward the house.

HOUSE VADALIS LORE

Characters with ranks in Knowledge (local Eldeen Reaches) or Knowledge (nobility and royalty) can research House Vadalis to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Vadalis breeds and works with livestock. House heirs stay out of the cities, but their animals are prevalent everywhere.

DC 15: Vadalis heirs have the Mark of Handling and raise magebred beasts. The house has enclaves across Khorvaire, but dragonmarked heirs can be found in the stables more often than in an office. The Vadalis headquarters is in Varna, in the Eldeen Reaches.

DC 20: House Vadalis is banned from ever entering Valenar again, after a scandal years ago. Legend states that their breeders stole some of the elves' prize warhorses.

DC 30: Characters who achieve this level of success can learn important details about House Vadalis in your campaign, including history, notable members, the areas where it operates, and the kinds of activities it undertakes.

HOUSE VADALIS'S HOLDINGS

House Vadalis had its home in the western wilds of Aundair long before Galifar came to pass. When the Eldeen Reaches withdrew from Aundair, the house saw little reason to leave.

The small city of Varna acts as the seat of Vadalis power. Most of its people work in some way for the

Foalswood, the ancestral estate of House Vadalis

GF

income generated by Vadalis trade, but the house uses its enclave within the city primarily as a place to conduct business with the outside world. The majority of its research and bloodline development takes place at Foalswood, the sprawling ranch that the Vadalis family calls home.

A far cry from the defensible keeps maintained by other houses, Foalswood is a complex of barns, warehouses, and homes nestled among the rolling hills around Varna. Though one of the smallest house headquarters by population, Foalswood features uncountable acres of pasture and meadow where Vadalis animals roam. Though he spends his days in Varna, the patriarch lives at Foalswood, as do most of the heirs to the house. The largest building designed for human use is the ranch's great meeting house.

Outside Varna, House Vadalis maintains enclaves in small towns across the Reaches, including Merylsward, Delethorn, and Erlaskar. It has a large ranch outside the village of Shavalant and another on the outskirts of Wroat. The house also has holdings in the cities of Fairhaven, Flamekeep, Newthrone, Pylas Talaear, Sharn, Stormreach, and Trolanport.

MEMBERS OF HOUSE VADALIS IN THE GAME

House Vadalis makes an excellent addition to a wilderness or rural campaign, or even a low-powered game where a traditional dragonmarked house would prove disruptive. Because Vadalis thrives away from the cities, it can show up in places where the other houses would not normally be found. Given its base in the Eldeen Reaches, House Vadalis also provides a connection for shifter characters, allowing them to more easily fit into a game involving the machinations and plots of the dragonmarked houses.

Adaptation

House Vadalis is known as a benign organization, partly in thanks to its chaotic good patriarch. However, a change in leadership could change the house irrevocably. Vadalis as a clan controlled by mad mages could research new ways of creating horrible monsters, or attempt to selectively breed the perfect example of human stock. The house could even seek to clandestinely eliminate traits—or even dragonmarks themselves—from the bloodlines of all the dragonmarked houses by eliminating those who carry them.

House Vadalis's main enterprise does not require the use of magic. In a campaign without dragonmarks, the house can simply be a powerful mercantile family whose fortune is based on its legendary animals and the preservation of rare bloodlines.

Sample Encounter

A normal pack animal can be purchased from any independent farmer, but members of the Handlers Guild or House Vadalis run nearly every urban stable in Khorvaire. As such, characters looking for land-based transportation (whether mounts of their own or passage with an Orien caravan) will encounter a Vadalis heir sooner or later.

Ravi d'Vadalis of the Handlers Guild

EL 6: Ravi d'Vadalis is a Vadalis breedmaster, knowledgeable in his profession and comfortable in the woods. Though not outgoing, he is quietly friendly. On a journey to the Shadow Marches to inspect an animal and verify its bloodline, he is attacked by members of the Ashbound sect. He is barely managing to hold them off when the PCs arrive on the scene.

RAVI D'VADALIS **CR 6**

Male human ranger 6
NG Medium humanoid
Init +3; **Senses** Listen +10, Spot +1
Languages Common, Orc

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 armor)
hp 33 (6 HD)
Fort +5, **Ref** +8, **Will** + 3

Speed 30 ft. (6 squares)
Melee mwk longsword +9/+4 (1d8+2/19–20)
Ranged *+1 longbow* +11/+6 (1d8+1/×3) or
Ranged *+1 longbow* +9/+9/+4 (1d8+1/×3) with Rapid Shot or
Ranged *+1 longbow* +7 (2d8+2/×3) with Manyshot
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Power Attack
Combat Gear 2 *potions of cure light wounds*
Ranger Spells Prepared (CL 3rd):
1st—*delay poison, endure elements*
Spell-Like Ability (CL 1st):
1/day—*calm animals* (DC 10)

Abilities Str 14, Dex 16, Con 10, Int 13, Wis 12, Cha 8
SQ animal companion (none at present), favored enemy giant +4, favored enemy outsider (chaotic) +2, wild empathy +7 (+3 magical beasts)
Feats Endurance[B], Least Dragonmark (Mark of Handling), Manyshot[B], Point Blank Shot, Power Attack, Rapid Shot[B], Toughness, Track[B]
Skills Handle Animal +10, Heal +10, Knowledge (nature) +12, Listen +10, Move Silently +12, Ride +14, Spot +1, Survival +10 (+12 in aboveground natural environments), Use Rope +12
Possessions combat gear plus *+1 leather armor, +1 longbow* with 20 arrows, masterwork longsword, lesser bracers of archery

Hook "You always talk this much?"

With the stolen deeds in hand, Lyzanthar d'Orien turned to Spymaster Rylock and his bewildered henchmen.
"Lady Azalthia of Fairhaven sends her regards! Consider this her farewell kiss."
Rylock had been a fool to trust him. As Fareshka and Tarath drew their weapons, Lyzanthar's hidden dragonmark pulsed with power, and in a flash of light he found himself outside the tower, plunging toward the city below.
The *delayed blast fireball* exploded behind him, obliterating Spymaster Rylock, his minions, and their dark ambitions.
His "message" delivered, Lyzanthar smirked as he fell. Thank the Host for *rings of feather fall!*
PARRILLO

CHAPTER TWO

PRESTIGE CLASSES

In Sharn, a Medani prophet studies the scene of a murder, peering through time to catch a glimpse of the killer. A Tharashk duraak'ash pursues her prey through the wastes of the Mournland, her predatory instincts complemented by the power of her dragonmark. In the sewers beneath the city of Passage, a Thuranni assassin unleashes a fearful darkness upon his foes.

Dragonmarks are the tools with which the houses have built their economic power, but the line between tool and weapon is sometimes blurred. Over the course of hundreds of years, members of each dragonmarked house have found ways to channel the powers of their mark into specialized tasks.

In some cases, these are enhanced forms of the standard powers of the mark. The duraak'ash of House Tharashk hones her mystical senses to a razor edge, increasing the range and accuracy of these powers. Other traditions twist the powers of a mark and take it in new and unexpected directions. The Mark of Hospitality allows its bearer to create food, but the black dogs of House Ghallanda have turned this power to the manufacture of deadly poisons.

Some of these paths are the result of specialized training and research. Others draw on pure inner potential, a destiny that cannot be chosen but must be discovered.

This chapter presents twelve new prestige classes connected to the dragonmarked houses.

Black Dog

"I've done more good with one tankard of ale than you ever have with your sword."

—Moras Tann, a black dog

The blink dog is the symbol of House Ghallanda—a helpful beast that leaps to the aid of travelers in need. In the darkness, however, one dog is easily mistaken for another. Travelers might hear tales of a secret society within House Ghallanda, a cabal of vigilante assassins who specialize in the use of poison. These deadly halflings call themselves the Children of Dhurinda, but few others use this name. When a rowdy patron drops dead in a tavern, the innkeeper curses the black dogs.

Becoming a Black Dog

A black dog needs nimble fingers and quick wits. Rogues, bards, and ninjas (from *Complete Adventurer*) make exceptional black dogs, but scouts, rangers, monks, and clerics with the Trickery domain occasionally choose to follow Dhurinda's teachings. An aspiring black dog needs to find a mentor to set him on the proper path. Dhurinda's techniques are difficult to master, and without proper guidance a character could spend decades struggling to master his mark.

Entry Requirements

Skills: Bluff 4 ranks, Hide 8 ranks, Sleight of Hand 4 ranks.

Feats: Least Dragonmark (Mark of Hospitality—*prestidigitation* or *purify food and drink*).

Special: Must have received training from a black dog.

The Black Dog Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Heir's mark, improved hospitality, poison use
2nd	+1	+3	+3	+0	Death attack, Dhurinda's trick
3rd	+2	+3	+3	+1	*Create poison*, refine poison
4th	+3	+4	+4	+1	Empower poison, lost in the crowd
5th	+3	+4	+4	+1	*Dhurinda's touch*

Class Skills (6 + Int modifier per level): Appraise, Balance, Bluff, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Knowledge (local), Listen, Move Silently, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spot, Tumble.

Class Features

As a black dog, you are trained in all the arts of assassination, but poison is your specialty. You use your dragonmark to refine and deliver toxins of all kinds.

Weapon and Armor Proficiency: As part of your training as a black dog, you gain proficiency with the hand crossbow. This small, concealable weapon can be an invaluable tool for delivering poisons in battle.

Heir's Mark: Levels in the black dog prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities

Moras Tann, a black dog

RL

of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Improved Hospitality (Ex): You can use the *prestidigitation* or *purify food and drink* power of the Mark of Hospitality an additional number of times per day equal to your class level.

Poison Use (Ex): You are trained in the use of poison, and never risk harming yourself when applying poison to a weapon.

Death Attack (Ex): From 2nd level on, if you study a victim for 3 rounds and then make a sneak attack with a melee weapon that successfully deals damage, your attack has the additional effect of possibly either paralyzing or killing the target (your choice).

If you do not already have a sneak attack ability, this class feature does not grant you one. Rather, you can make a death attack whenever your opponent is flanked or when he would be denied his Dexterity bonus to AC. (See the assassin's death attack class feature, *DMG* 180.

The saving throw against your death attack is DC 10 + your black dog class level + your assassin class level (if any) + your Intelligence modifier.

Dhurinda's Trick (Su): At 2nd level, you learn to magically apply an ingestible poison to nearby food or liquid by expending one use of your *prestidigitation* or *purify food and drink* ability. The poison you wish to use must be on your person, and the target object must be visible and within 25 feet + 5 feet per class level. Magic food or liquid (including potions) gets a Will save (DC 10 + your class level + your Cha modifier) to resist the effect, with the dose of poison expended whether used successfully or not. Dhurinda's trick is a full-round action. If anyone is directly observing you, you can conceal your action with a Sleight of Hand check opposed by the observer's Spot check.

Create Poison (Sp): At 3rd level, you learn to produce poisons using the *create food and water* power of the lesser Mark of Hospitality. By sacrificing a single use of the power, you can create one dose of poison. The poisons available depend on your class level, as shown on the table below. Poison created in this manner radiates a faint aura of conjuration and becomes inert after 24 hours if not used.

Poison	Class Level	Type (Save)	Initial/Secondary Damage
Arsenic	3rd	Ingested (DC 13)	1 Con/1d8 Con
Dhurinda's stench	3rd	Ingested (DC 14)	1d4 Cha/2d4 Cha
Oil of taggit	3rd	Ingested (DC 15)	0/Unconsciousness
Id moss	4th	Ingested (DC 14)	1d4 Int/2d6 Int
Black adder venom	4th	Injury (DC 11)	1d6 Con/1d6 Con
Bloody tal	5th	Ingested (DC 15)	1d6 Con/2d4 Con
Medium spider venom	5th	Injury (DC 14)	1d4 Str/1d4 Str

The Tale of Dhurinda

Dhurinda was a member of the Ghallanda tribe long before it became a house. An excellent chef, he was exposed as a murderer late in life. Over the years, he had poisoned tyrannical chieftains, bandits, and raiders, despite the Ghallanda vow to aid all travelers.

Dhurinda was unrepentant, maintaining that he had improved the lives of the people of the plains. Some were sympathetic, but the elders felt that a harsh example had to be made. Dhurinda was to be torn apart by wild carvers, but was found dead on the day of execution. Somehow, he had acquired poison and taken his own life.

Despite Dhurinda's fate, it is said that others have followed in his footsteps. Known as black dogs, these vigilantes dispense justice with poison and treachery.

A character can make a successful DC 25 bardic knowledge check to learn the tale of Dhurinda. Natives of the Talenta Plains and members of House Ghallanda receive a +5 bonus on the check. These bonuses stack.

Refine Poison (Su): At 3rd level, you learn to refine a single dose of poison in your possession by expending one use of your *prestidigitation* or *purify food and drink* power. As a standard action, you increase the poison's saving throw DC by 2. The effect lasts for 1 minute per class level.

Empower Poison (Su): From 4th level on, you can use a standard action to empower a single dose of poison in your possession by expending one use of your *prestidigitation* or *purify food and drink* power. The poison's variable numeric effects increase by 50%. The effect lasts for 1 minute per class level.

Lost in the Crowd (Ex): From 4th level on, you are able to use the Hide skill while being observed. As long as at least three creatures larger than you stand within 10 feet in any direction, you can attempt to conceal yourself from view without having cover or concealment.

Dhurinda's Touch (Sp): At 5th level, you can poison your foes with a touch. With a successful melee touch attack, you target a foe with one dose of poison currently in your possession (regardless of the poison's normal method of delivery) by expending one use of your *prestidigitation* or *purify food and drink* ability. You can choose to delay the effect of the poison by up to 5 minutes. You can make a Bluff check opposed by your target's Sense Motive check to conceal the nature of your action, but if you do so in combat, you provoke attacks of opportunity.

Playing a Black Dog

Others might consider you a criminal, but you know better. You are an agent of justice, and though you are willing to kill in the name of your beliefs, many black dogs prefer to avoid murder. Your deadly strike can paralyze as well as kill, and poison can be used for different tasks. After all, slaying a corrupt noble might make him a martyr—but a dose of Dhurinda's stench will cripple his ability to lead.

Not all black dogs are evil, and even those who are sometimes work to accomplish noble goals. As a black dog, you must establish your own personal code. Are there specific crimes you seek to punish? Are you engaging in a class struggle, preying on the corrupt rich? Do you target dishonest politicians or deceitful priests? Perhaps you hunt criminals, stealing from the thief and murdering the murderer. Whatever path you follow, you believe that the powers of government and the dragonmarked houses are incapable and unwilling to do what must be done, or that they too often punish the innocent as well as the guilty. You can do better.

The path of the adventurer might seem at odds with the goals and tools of the black dog, but the two do converge. Gold for gold's sake might have no attraction for you, but adventuring can provide you with knowledge, new skills, and more effective tools for your personal crusade.

Combat

As a black dog, direct combat is not your style. Always look for opportunities to use Diplomacy and Bluff, buying time until you can make a death attack or bring your poisons into play. When battle is joined, stick to the shadows and use your lost in the crowd ability to hide from your foes. You might not have potent spells or powerful attacks, but your hand crossbow can be an effective weapon if your bolts are treated with the empowered or refined poisons of your trade.

Advancement

House Ghallanda opposes the work of the black dogs, and those caught by the house are harshly punished. At the same time, a good number of Ghallandans view the vigilante black dogs as romantic outlaws. If you were one of these, you might have sought out the Children of Dhurinda or been approached by a mentor who saw a kindred spirit and offered to teach you Dhurinda's secrets.

Since your combat skills are limited, Hide is a vitally important skill for you, as are Bluff and Sleight of Hand. Consider advancing your dragonmark with the Lesser Dragonmark and Greater Dragonmark feats, especially to gain the *create food and water* ability necessary to *create poison*.

Resources

The Children of Dhurinda are a secret order spread far across Khorvaire. Though you have few resources to draw on, part of your training involves learning where to acquire poisons. When you are in a city or metropolis, a successful DC 15 Knowledge (local) check reveals the name and location of a local source for poisons, if one exists.

If you are a scion or agent of House Ghallanda, you can draw on the resources of your house described on page 32, but this can be a dangerous path to walk. The house officially abhors black dogs, and if you are caught, you might face excoriation—or worse.

Black Dogs in the World

"A black dog? An ill omen, if ever there was one. Why, if you'd heard half the stories I had, you'd swear off food and drink forever."

—Kessler, poet of Sharn

The black dogs are a small and secretive society. Most live in the cities and metropolises of Khorvaire, where they can find enough crime and inhumanity to fuel their thirst for justice.

A black dog strives to slip into the heart of his community, becoming a locus for gossip and news. If a dog is still a member of House Ghallanda, he might work at one of the house arms or make a living as an entertainer in the service of Phiarlan. Player characters who settle in a city might befriend a black dog long before they learn his true vocation. This character might be a colorful regular at whatever inn the party frequents: always ready with a joke, a story, or a drink for a friend.

Organization

The Children of Dhurinda are few in number and solitary by nature, with each black dog seeking his own territory. Members are discouraged from trying to learn the identities of other black dogs, lest this knowledge endanger the order. Though a few recognition signals exist, including the preparation of certain dishes seasoned in special ways, another dog is unlikely to respond unless he is certain he can trust the character in need of aid.

NPC Reactions

Those who know the black dogs typically have an unfriendly reaction toward anyone they discover to be a follower of Dhurinda. However, more than a few Ghallanda halflings admire the black dogs, and it is always possible to find friends when you least expect them.

BLACK DOG LORE

House Ghallanda does what it can to suppress knowledge of the black dogs, and few people know of them. However, characters with ranks in Knowledge (nobility and royalty) can research the subject. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 15: The black dogs are a secret society hidden within House Ghallanda. The house denies the existence of the order and seeks to destroy it.

DC 20: The black dogs—or Children of Dhurinda, as they call themselves—are assassins who mete out vigilante justice using magical abilities related to toxins, including the ability to poison food or drink at a distance.

DC 30: Characters who achieve this level of success can learn important details about black dogs in your campaign, including history, notable individuals, the areas in which they operate, and the kinds of activities they undertake.

BLACK DOGS IN THE GAME

Black dogs are vigilantes, operating outside the law and willing to kill for a cause. Player characters who take "unjust" actions or cross a black dog could be targeted. Murder is not always a black dog's goal. A dose of id moss can make life difficult for an arrogant wizard. Alternatively, a misguided or even insane black dog could decide to murder followers of the Silver Flame, members of a dragonmarked house, or any other group he has come to see as corrupt.

On the other hand, a black dog can make a useful ally. Followers of Dhurinda often know a great deal about the local community, and might eliminate enemy NPCs that a law-abiding party cannot touch.

Adaptation

Though black dogs are tied to House Ghallanda, the class's abilities could be useful to characters in other parts of the campaign. Clandestine murder is especially appropriate for the gnomes of Zilargo, and the black dog could be a good prestige class for a Trust enforcer. In this case, the Mark of Hospitality can be replaced with the ability to spontaneously cast *prestidigitation* or *purify food and drink*, opening the class up to bards and sorcerers.

Sample Encounter

Death comes cheap in the cities of Khorvaire, and any suspicious murder could bring a party into contact with a black dog. The PCs might find themselves accused of the crime when a noted foe drops dead over a meal. Alternatively, the death of an NPC the characters are set to meet could trigger a search for his killer.

EL 9: Moras Tann is a foundling, the only child of a Ghallanda excoriate. His mother taught him the ways of the black dogs, and he has lived his life according to Dhurinda's ideals. Today he makes his home in the city of Passage, where the entrance to his *Mordenkainen's magnificent mansion* is hidden in a run-down alleyway. He is a popular gadabout in the taverns of Passage, and plays Talentan music at a number of local Ghallanda establishments. He often provides conjured food and copper coins to the vagrants who live in his district, and has a host of friends whose aid he can call on if pressed. Moras prefers to prey on criminals, but has recently begun to take a greater interest in the politics of Passage—and the city's many corrupt officials.

MORAS TANN — CR 9

Male halfling bard 5/black dog 4
CN Small humanoid (halfling)
Action Points 3
Init +4; **Senses** Listen +8, Spot +8
Languages Common, Dwarven, Gnome, Goblin, Halfling

AC 20, touch 15, flat-footed 16
(+1 size, +4 Dex, +5 armor)
hp 34 (9 HD)
Fort +6, **Ref** +13, **Will** +7 (+9 against fear)

Speed 20 ft. (4 squares)
Melee mwk dagger +6/+1 (1d3–2/19–20)
Ranged mwk hand crossbow +12 (1d3/19–20)
Base Atk +6; **Grp** +0
Atk Options death attack (DC 16)
Special Actions bardic music 5/day (countersong, fascinate 2 targets, inspire competence, inspire courage +1), *create poison,* Dhurinda's trick, empower poison, refine poison
Combat Gear *potion of blink, potion of shield, potion of neutralize poison,* 2 doses of antitoxin, 2 doses of Large scorpion venom (DC 18, 1d6 Str/1d6 Str), 2 doses of blue whinnis (DC 14, 1 Con/unconsciousness), 2 doses of dark reaver powder (DC 18, 2d6 Con/1d6 Con + 1d6 Str), 2 doses of id moss (DC 14, 1d4 Int/2d6 Int), 2 doses of Dhurinda's stench (DC 14, 1d4 Cha/2d4 Cha)
Bard Spells Known (CL 5th):
2nd (2/day)—*alter self, hold person* (DC 15), *invisibility*
1st (4/day)—*charm person* (DC 14), *cure light wounds, remove fear, Tasha's hideous laughter* (DC 14)
0 (3/day)—*ghost sound* (DC 13), *light, mage hand, mending, message, summon instrument*
Spell-Like Abilities (CL 14th):
8/day—*prestidigitation*
2/day—*create food and water*
1/day—*Mordenkainen's magnificent mansion*

Abilities Str 7, Dex 18, Con 10, Int 14, Wis 12, Cha 16
SQ bardic knowledge +7, lost in the crowd, poison use
Feats Greater Dragonmark (Mark of Hospitality), Heroic Spirit, Least Dragonmark (Mark of Hospitality), Lesser Dragonmark (Mark of Hospitality)
Skills Bluff +15, Climb +0, Diplomacy +15, Disguise +5 (+7 to act in character), Gather Information +10, Heal +5, Hide +20, Intimidate +5, Jump +2, Knowledge (local) +9, Knowledge (nobility and royalty) +7, Listen +8, Move Silently +12, Perform (drums) +9, Sense Motive +8, Sleight of Hand +12, Speak Language (Dwarven), Spot +8, Tumble +9
Possessions combat gear plus *glamered mithral chain shirt +1,* masterwork dagger, masterwork hand crossbow, *cloak of Charisma +2*

Hook "This round's on me!"

Blade of Orien

"Distance is a factor I choose to ignore."
—Milya d'Orien, blade of Orien

The blade of Orien is a soldier who uses her Mark of Passage to gain a tactical edge in combat. She is a master of short-range teleportation, and in time can learn to turn the power of her mark against her enemies. Many would-be bandits and hijackers who have tried to ply their trades on the lightning rail have found themselves teleported straight from the passenger cart to the cargo cart—and the Medani sentries guarding it.

Becoming a Blade of Orien

Blades of Orien need to be able to handle themselves in battle, and many start out as members of combat-oriented classes. At the same time, a blade needs to have keen eyes and a strong awareness of the world around her, making rangers and scouts (from *Complete Adventurer*) excellent candidates for this class.

Entry Requirements

Base Attack Bonus: +3.
Skills: Spot 3 ranks.
Feats: Least Dragonmark (Mark of Passage—*dimension leap*), Lesser Dragonmark (Mark of Passage—*dimension door*).

The Blade of Orien — Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Heir's mark, improved dimension leap
2nd	+2	+0	+3	+0	Swift leap
3rd	+3	+1	+3	+1	Korran's strength
4th	+4	+1	+4	+1	*Orien's grasp*
5th	+5	+1	+4	+1	*Olladra's twist*
6th	+6	+2	+5	+2	*Dimensional push*
7th	+7	+2	+5	+2	*Orien's wrath*
8th	+8	+2	+6	+2	Shadow shift
9th	+9	+3	+6	+3	*Orien's cloak*
10th	+10	+3	+7	+3	Orien's fury

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Craft, Intimidate, Jump, Listen, Move Silently, Profession, Ride, Search, Spot, Survival, Tumble.

Class Features

A blade of Orien learns to twist space with her thoughts. Motion is her ally, and she becomes the undisputed master of its physical and magical modes.

Heir's Mark: Levels in the blade of Orien prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Improved Dimension Leap (Ex): *Dimension leap* is the signature ability of the blade of Orien, and you can use it an additional number of times per day equal to one plus one-half your class level (minimum 1). When using *dimension leap,* you can move in 5-foot increments instead of being limited to 10-foot increments.

Swift Leap (Ex): At 2nd level, you gain the ability to use *dimension leap* as a move action. When you make a swift leap, your maximum distance is reduced by half.

Korran's Strength (Ex): At 3rd level, you gain the ability to transport one willing Medium or smaller creature when you use *dimension leap*. You can transport two creatures at 6th level and three creatures at 9th level. A Large creature counts as two Medium creatures. Huge or larger creatures cannot be transported in this manner. All creatures to be transported must be in contact with you at the time you use your *dimension leap* ability. If used on an unwilling creature, the effect automatically fails.

Orien's Grasp (Sp): At 4th level, you learn to teleport small objects into your waiting hand. By expending one use of your *dimension leap* ability, you can target an object that weighs no more than 5 pounds and is within 25 feet. The object must either be carried on your person or in line of sight. An object on your person can be teleported as a swift action that does not provoke attacks of opportunity; teleporting any other object is a standard action that provokes attacks of opportunity. An object held or in use by another creature receives a Will save against this effect (DC 12 + your Cha modifier).

Olladra's Twist (Sp): From 5th level on, you can expend one use of your *dimension leap* ability to swap

Milya d'Orien, a blade of Orien

positions with any one Medium or smaller ally, or to switch the positions of two Medium or smaller allies. The target or targets must be within 30 feet of you. If used on an unwilling ally, the effect automatically fails. Activating this effect is a standard action that provokes attacks of opportunity from enemies threatening you, but not from enemies threatening the ally or allies you target.

Dimensional Push (Sp): At 6th level, you gain the ability to teleport an adjacent willing ally. By expending one use of your *dimension leap* ability, you can move a Medium or smaller creature the same distance you would normally move yourself. If used on an unwilling ally, the effect automatically fails. The effects of improved dimension leap and swift leap apply to your use of *dimensional push*.

Orien's Wrath (Sp): At 7th level, you gain a truly fearsome power: the ability to teleport your foes. To use this power, you expend one use of your *dimension door* ability and target a Medium or smaller creature within 10 feet. Your target gets a Will save to resist the effect (DC 14 + your Cha modifier). On a failed save, you can teleport the target up to 20 feet in any direction. If this would place the target in a solid object, the effect automatically fails. Activating this ability is a full-round action that provokes attacks of opportunity.

Shadow Shift (Ex): At 8th level, you learn to shift away from blows when teleporting. When you use your *dimension leap* or *dimension door* abilities, you no longer provoke attacks of opportunity.

Orien's Cloak (Sp): From 9th level on, you can expend one use of your *dimension door* ability to use *blink* (*PH* 206) as a spell-like ability, at the same caster level as your other dragonmark powers.

Orien's Fury (Ex): At 10th level, you learn to unleash lightning-swift attacks even as you shift through space. Whenever you use your swift leap ability to *dimension leap* as a move action, you can make a full attack at the end of your leap.

Playing a Blade of Orien

For others, the shape and makeup of the battlefield are limitations. For you, they are simply suggestions. Motion is your life, and you are only truly happy when you are moving. Though you love to tumble, run, and experience the freedom of the open road, nothing compares to the sensation of leaping through dimensions and feeling space bend to your will.

Combat

Movement is your greatest strength, and many blades of Orien use their ability to shift across the battlefield to keep foes at a distance while they attack with missile weapons. Your gift is equally useful in melee combat, allowing you to position yourself to perform flanking attacks or block an enemy's escape. As you rise in level, you gain the ability to teleport your allies, allowing you to place your rogue companion in sneak attack position, or to move a spellcaster away from enemies so she can cast unhindered. *Orien's wrath* might be the most dangerous and versatile tool in your arsenal, allowing you to move your enemy to a position that suits your needs—whether into a cell or off a bridge.

Advancement

You started down the path of the blade of Orien the first time you used *dimension leap*, but while your house can train you in the skills associated with the class, only you can unlock the full potential of your dragonmark. The Mark of Passage fills your soul with a powerful wanderlust. As a result of this desire for motion, blades of Orien often prefer to work with the house on a freelance basis, taking jobs when they choose and wandering the world at will. As a blade of Orien, you can always find work at a major house enclave, but it is rare to find two blades of Orien in the same place at the same time.

As you advance in the class, focus on your combat abilities, whether close melee or archery. Ranks in Balance, Jump, Move Silently, Spot, and Tumble reflect your keen spatial awareness.

Resources

Blades of Orien have no formal organization, although most feel kinship for one another and will lend a hand to a comrade in need. As an heir of Orien, you have access to the house benefits described on page 61.

Blades of Orien in the World

"So there I am in the first-class carriage, reaching for the fattest purse you ever seen. Then I hear a sound behind me, and next thing I know, I'm waking up on the ground, ten strides from the conductor stones with the coach a half-league away!"

—Kenton Del, aspiring thief

Few members of House Orien have the martial spirit required to master the arts of the blade of Orien, and those who do are valued operatives. Blades on assignment often protect lightning rail coaches or caravans transporting important clients or cargo.

Blades of Orien are true wandering souls. When a blade is encountered in the world, she is as likely to be traveling on her own as serving the needs of House Orien. Most blades of Orien feel a strong bond to their house and kin, but simply cannot stand to be tied down.

Organization

Blades of Orien serve the interests of the house, but they have no formal organization or ranks. Many revere the Sovereign Host, particularly Olladra and Kol Korran, but a number of blades are rumored to the worship of the Traveler. Some whisper that these Traveler's heirs might even have formed a secret society within the heart of Orien.

NPC Reactions

Blades of Orien are rare and exotic, and few outside House Orien are even aware of their existence. As a result, blades of Orien can expect the same reactions as any other Orien heir.

Blade of Orien Lore

Characters with ranks in Knowledge (nobility and royalty) can research House Orien to learn more about the blades of Orien. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Orien maintains a corps of elite guards known as the blades of Orien.

DC 15: The blades of Orien specialize in short-range teleportation, engaging in swift, frequent jumps to gain a tactical advantage in battle.

DC 20: A powerful blade of Orien can teleport a weapon from an enemy's hand, or even teleport an enemy against his will.

DC 30: Characters who achieve this level of success can learn important details about blades of Orien in your campaign, including history, notable individuals, the areas in which they operate and the kinds of activities they undertake.

BLADES OF ORIEN IN THE GAME

Whether accompanying a caravan, providing security for the lightning rail, or simply wandering from thorp to thorp, a blade of Orien is always preparing for her next journey. For many blades, travel is its own reward. Such characters go out of their way to meet new people, try local foods, listen to native music, or otherwise indulge in whatever customs a new place has to offer. Gold and jewels are all well and good, but new experiences are the greatest treasures.

Adaptation

The powers of the blade of Orien are based on short-term teleportation. To remove the connection to dragonmarks, simply change that prerequisite to the ability to spontaneously cast *dimension door,* then give the class the ability to use *dimension leap* once per day per class level by expending a 0-level spell slot.

Sample Encounter

Adventurers are most likely to encounter a blade of Orien while making use of that house's transportation. A blade of Orien can make a challenging opponent for a group of adventurers hired to hijack a lightning rail coach, or an innocent party framed for such a crime. Alternatively, a blade could be a valuable ally if enemies of the party arrange an attack during a rail journey. A wandering blade could be found anywhere in Eberron, from Xen'drik to Sarlona. As a result, a blade of Orien could be a valuable source of information about exotic locations.

EL 9: As a child, Milya d'Orien was fascinated by the lightning rail, and would often stow away in cargo carts. Today, she spends her days riding the rail. Milya is fiercely protective of "her" passengers, and shows no mercy to anyone who threatens their safety. While away from the house, she often roams the lost lines: lightning rail routes destroyed during the Last War, including those in the Mournland.

MILYA D'ORIEN — CR 9

Female human fighter 6/blade of Orien 3
CG Medium humanoid
Init +3; **Senses** Listen +3, Spot +7
Languages Common, Goblin

AC 24, touch 13, flat-footed 21; Dodge (+3 Dex, +9 armor, +2 shield)
hp 60 (9 HD)
Fort +10, **Ref** +9, **Will** +4

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.
Melee mwk longsword +12/+7 (1d8+2/17–20)
Ranged *+1 composite longbow* +13/+8 (1d8+3/×3) or
Ranged *+1 composite longbow* +11/+11/+6 (1d8+3/×3) with Rapid Shot or
Ranged *+1 composite longbow* +9 (2d8+6/×3) with Manyshot
Base Atk +9; **Grp** +11
Atk Options Combat Expertise, Point Blank Shot, Precise Shot
Special Actions swift leap
Combat Gear 3 *potions of cure light wounds,* potion bracer*
* *Sharn: City of Towers* 159
Spell-Like Abilities (CL 9th):
5/day—*dimension leap*
1/day—*dimension door*

Abilities Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8
SQ improved dimension leap, Korran's strength
Feats Combat Expertise[B], Dodge, Improved Critical (longsword), Least Dragonmark (Mark of Passage), Lesser Dragonmark (Mark of Passage), Manyshot[B], Point Blank Shot[B], Precise Shot[B], Rapid Shot[B]
Skills Balance +4, Climb +2, Intimidate +11, Jump +1, Listen +3, Ride +9, Spot +7, Survival +6, Tumble +6
Possessions combat gear plus *+1 darkleaf full plate, +1 buckler, +1 composite longbow* (+2 Str bonus) with 20 arrows, *cloak of resistance +1*

Hook "Where does the road take you?"

CYRE SCOUT

"Even in death, the wonders of Whitehearth eclipse those of any other house enclave, any other site on Khorvaire. I've seen them. I know."
—Sulwar d'Cannith, a Cyre scout

Many in House Cannith, particularly Merrix d'Cannith's followers in Cannith South, refuse to acknowledge that the greatest days of the house are behind them. Though the Day of Mourning spelled the destruction of much that Cannith had worked for, the wonders and marvels of that bygone age survive. The Mournland has claimed the lives of uncountable common explorers and scavengers, but the Cyre scouts of House Cannith are anything but common.

BECOMING A CYRE SCOUT

Cyre scouts combine the creative traditions of House Cannith with the ability to survive in the most hazardous environments. Rangers are frequent entrants into this class, but its ranks also include scouts (from *Complete Adventurer*), druids, clerics of the Travel domain, and even the occasional expert. A significant number of prospective Cyre scouts come to the class with levels in artificer, allowing them to easily meet the Knowledge (arcana) requirement and to build on their experience with infusions.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 4 ranks, Survival 6 ranks.
Feats: Least Dragonmark (Mark of Making).
Special: Must be a member in good standing of House Cannith South.

Special: An heir of Siberys with the Mark of Making can take this class without meeting the Least Dragonmark prerequisite.

THE CYRE SCOUT HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Infusions 1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Direction sense, dragonmark conduit (preservation), heir's mark	—	—	—	—
2nd	+1	+3	+0	+3	Shadow fighter	1	—	—	—
3rd	+2	+3	+1	+3	*Detect magic*	2	—	—	—
4th	+3	+4	+1	+4	Improved direction sense	3	—	—	—
5th	+3	+4	+1	+4	Dragonmark conduit (natural healing)	3	1	—	—
6th	+4	+5	+2	+5	Tireless	3	2	—	—
7th	+5	+5	+2	+5	Blindsensemark, *innate detect magic*	3	3	1	—
8th	+6	+6	+2	+6	Natural survivor	3	3	2	—
9th	+6	+6	+3	+6	*Identify*	3	3	2	—
10th	+7	+7	+3	+7	Dragonmark conduit (magical healing)	3	3	3	1

Class Skills (2 + Int modifier per level): Climb, Concentration, Hide, Knowledge (all skills, taken individually), Listen, Search, Spot, Spellcraft, Survival, and Use Magic Device.

CLASS FEATURES

A Cyre scout combines the ability to manipulate magic with survival skills akin to those of a ranger. As adventurers, Cyre scouts are eminently suited to the mysterious Mournland or anywhere else in the magic-suffused wilds of Eberron.

Direction Sense (Ex): You have an innate sense of direction, allowing you to find your way even in the mists of the Mournland. Add your class level to all Survival checks.

Dragonmark Conduit (Su): As a Cyre scout, you establish a supernatural connection to the power of your dragonmark. This power can eventually overcome the wasting effects of the Mournland, but also provides benefits in other environments. You activate your dragonmark conduit abilities by expending one use of any of your dragonmark powers. The duration of the effect is based on the strength of the dragonmark whose power you expend.

Mark	Duration
Least	12 hours
Lesser	24 hours
Greater or Siberys	1 day/class level

Preservation: Beginning when you enter this class, you draw sustenance from your dragonmark, and no longer need to eat or drink. You thus avoid having to hunt the mutated beasts of the Mournland, and can travel the wilderness without weighing yourself down with provisions.

Natural Healing: From 5th level on, you heal naturally even in areas such as the Mournland where natural healing is suppressed. In other areas, you instead need to sleep only 2 hours to gain all the physical benefits of a night's rest, though you must rest as normal to regain spells or power points.

Magical Healing: At 10th level, spells and spell-like effects of the healing subschool function normally on you even in areas such as the Mournland where magical healing is suppressed. In other areas, you instead gain damage reduction 3/magic because your body instantly heals minor wounds.

Heir's Mark: Levels in the Cyre scout prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Infusions: At 2nd level, you gain the ability to imbue items with infusions like an artificer (*ECS* 31). To imbue an infusion, you must have an Intelligence score of at least 10 + the infusion's level, so if you have an Intelligence of 10 or lower, you cannot imbue infusions. Bonus infusions are based on Intelligence, and saving throws against these infusions have a DC of 10 + spell level + your Intelligence modifier. Your infusion list appears below. You can imbue an item with any infusion from the list without preparing the infusion ahead of time. Unlike a sorcerer or bard, you do not select a subset of the available infusions as your known infusions; you have access to every infusion on the list that is of a level you can use.

At 1st level, a Cyre scout has no caster level. From 2nd level on, your caster level is your class level minus 1.

Shadow Fighter (Ex): At 2nd level, you gain Blind-Fight as a bonus feat, the better to function in the mists of the Mournland. If you already have Blind-Fight, you reduce any miss chance from concealment by 20% (minimum 0%).

Detect Magic (Sp): From 3rd level on, you can use *detect magic* (*PH* 219) as a spell-like ability, at the same caster level as your other dragonmark powers. You can use this ability a number of times per day equal to your class level.

Improved Direction Sense (Ex): From 4th level on, an innate ability to sense misdirection makes it almost impossible for you to get lost. Though you still make Survival checks as normal to find your way, you are aware when you fail a check, and can reorient yourself by stopping for 1d4 hours. In the Mournland, stopping in this way prevents you from traveling in a random direction for 1d4 hours (see *ECS* 190).

Tireless (Ex): From 6th level on, you are able to keep going long after other characters have faltered. You gain Endurance as a bonus feat. If you already have Endurance, the bonus to checks and saves is doubled. In addition, you become immune to fatigue, and any effects that would normally exhaust you only fatigue you.

Blindsense Mark (Su): At 7th level, you learn to function even in full darkness. By expending one use of a dragonmark power, you gain the blindsense ability. The range and duration of the ability is based on the strength of the dragonmark whose power you expend.

Mark	Range	Duration
Least	10 ft.	1 hr.
Lesser	20 ft.	2 hr.
Greater	40 ft.	4 hr.
Siberys	80 ft.	8 hr.

Innate Detect Magic (Su): From 7th level on, you automatically sense the presence of magical auras anywhere within 15 feet per class level. This improved ability does not give you the location, type, or strength of the auras, but merely warns you that magic is near. You must use a *detect magic* effect as normal to gain further information.

Like *detect magic*, this ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Natural Survivor (Ex): From 8th level on, you can take 10 on any Survival check, even when threatened or distracted.

Identify (Sp): From 9th level on, you can use *identify* (*PH* 243) a number of times per day equal to your class level. You need not provide the material component, but the process still takes as long as normal.

Cyre Scout Infusions List

Cyre scouts gain their infusions from the following list:

1st Level: *identify, light, magic stone, magic vestment, magic weapon, resistance item*, shield of faith, skill enhancement*, personal weapon augmentation*.*

2nd Level: *bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, owl's wisdom.*

3rd Level: *greater magic weapon, metamagic item*, power surge*, suppress requirement*.*

4th Level: *lesser globe of invulnerability, minor creation, rusting grasp, legion's shield of faith*.*

* Described in the *Eberron Campaign Setting*.

PLAYING A CYRE SCOUT

You are one of the greatest triumphs—and perhaps the greatest hope—of Cannith South. Since the Day of Mourning, your people have sought to return to the ruins of Cyre. Now, you have the honor and responsibility of being among the first to be specially trained to do so. Let others brag of their forays into the Demon Wastes, the Frostfell, and Xen'drik. You explore the one unknown land that truly matters. Doing so might bring you personal glory, but glory pales next to restoring the wonders of Whitehearth to Cannith hands.

Combat

You can hold your own on the front lines when necessary, and your infusions can augment your own weapons and armor as well as anyone else's. As a scout, however, your best approach to combat is to allow others to fight it for you. Strengthen the fighter, speed the rogue, and try to keep the blades and claws of your foes at a distance.

You are more willing to stand at the fore while within the Mournland. At higher levels, you might be the only nonwarforged in your party who can benefit from healing. As such, you will often find yourself facing danger that you might prefer to leave to others.

Advancement

You were plucked from the ranks of House Cannith when you displayed the survival skills, the intelligence, and the aptitude for magic necessary to take up the path of the Cyre scout. You were trained by the first generation of Cyre scouts, but also learned at the hands of the patriarchs of Cannith South who devised the class's methods and abilities.

You and your fellows stand the greatest chance of recovering useful magic and knowledge from the ruins of Cyre. You are an explorer, pure and simple. Any other application is a waste of your talents and abilities, and when not adventuring, you study the history and lore of your house and lost Whitehearth. Though your missions might take you far afield in the name of the house, always and inevitably you find yourself drawn to once more slip through the Mournland's wall of dead-gray fog.

Resources

No formal organization of Cyre scouts exists within House Cannith, but as a member in good standing of Cannith South, you can count on the full benefits of membership described on page 21.

CYRE SCOUTS IN THE WORLD

"He walked into that fog like he was going on a picnic! Damnedest thing I ever saw. Well, no—second-damnedest thing I ever saw. Damnedest thing I ever saw was three days later when he walked out of it again. . . ."

—Corporal Berias, Karrn border guard

The Cyre scout is best-suited to campaigns that focus on the Mournland, but given their importance to House Cannith's southern branch, they can easily be included in any campaign that focuses on exploration. Members of the class study constantly, to better retain their edge. The history of Cyre and the Mournland, the activities of House Cannith, the methods of the artificer, the rhythm of the natural world, and the habits of wild beasts are all second nature to you. Against the dangers a Cyre scout faces, preparation and training are the only ways to stay alive.

Organization

All Cyre scouts are members of Cannith South, but while they congregate for study and training, they have no formal organization within the house. Being a Cyre scout does not connote any specific rank or authority within House Cannith; scouts fit into the hierarchy just as all other heirs do.

NPC Reactions

Cyre scouts are well known in Cannith South, and are respected by members of the family's other branches. When dealing with another member of House Cannith, Cyre scouts can expect a reaction one step more favorable than they would otherwise receive.

Among the common folk, many who know of the Cyre scouts view them with distrust—as lunatics who

would voluntarily explore the Mournland, putting body and soul in jeopardy by exposing themselves to that dangerous land. Those who recognize a Cyre scout or hear of his missions have a reaction one step less favorable than normal.

CYRE SCOUT LORE

Characters with ranks in Knowledge (arcana) or Knowledge (local Mournland) can research Cyre scouts to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Cyre scouts are explorers from Cannith South. They take special training that allows them to explore the Mournland in search of old magics.

DC 15: The scouts can make use of a limited amount of magic of the same type artificers use, and are almost as skilled at surviving the wilds as rangers. It is said to be impossible for them to get lost.

DC 20: Cyre scouts are all dragonmarked, and learn to use their power to survive the Mournland. They don't need to eat or sleep, and can even heal while there.

DC 30: Characters who achieve this level of success can learn important details about Cyre scouts in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

CYRE SCOUTS IN THE GAME

PCs might encounter a Cyre scout as a rival explorer in the Mournland, perhaps even seeking the same relic or lore the party seeks. Alternatively, they might seek out a Cyre scout to join their own expedition.

The Cyre scout prestige class suits a Cannith character dedicated to exploration and self-sufficiency. Any campaign that provides frequent opportunities for adventure in the Mournland should suit the Cyre scout.

Adaptation

As written, Cyre scouts are members of Cannith South, but the class can easily be expanded to include all three branches of the house. By focusing on the alternate benefits of the dragonmark conduit ability, the class becomes a scout and explorer seeking magical relics of use to the house. Cannith East and West might even have their own versions of the Cyre scouts dedicated to sabotaging the efforts of Cannith South.

To adapt the Cyre scout for a campaign that does not include dragonmarks, replace the Least Dragonmark prerequisite with a basic spellcasting requirement. The class then becomes one in which characters focus their magical ability into self-sufficiency in the wild. Alternate dragonmark conduit abilities could protect against other forms of environmental harm. For instance, the class could gain resistance to energy, temporary hit points, or bonuses to resist gaining taint (from the *Heroes of Horror* supplement).

Sample Encounter

In or around the Mournland, a Cyre scout might ally with the PCs for mutual gain and protection—or might see them as rival hunters after ancient secrets. An enemy Cyre scout in the Mournland takes full advantage of his abilities, knowing that he can heal and recover between encounters while the PCs cannot.

Hiring or engaging a Cyre scout requires interaction with Cannith South. Only if the house patriarchs determine that the family's interests are advanced by the PCs' goals will they allow an NPC Cyre scout to accompany an outside expedition.

EL 8: Sulwar is a devoted member of Cannith South. Though not comfortable with all Merrix's methods or objectives, he fully supports the goal of restoring Cannith to its former glory. In the Mournland and elsewhere, he hunts ancient magic that can be used to restore or recreate the wonders lost to Cannith on the Day of Mourning. He is happy to work with others if doing so advances his goals, but opposes any efforts that do not include turning over discoveries to House Cannith.

SULWAR D'CANNITH **CR 8**

Human male ranger 3/artificer 1/Cyre scout 4
N Medium humanoid
Init +2; **Senses** Listen +5, Spot +1
Languages Common, Elven, Gnome

AC 18, touch 12, flat-footed 16
(+2 Dex, +4 armor, +2 shield)
hp 54 (8 HD)
Fort +9, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares)
Melee mwk longsword +7/+2 (1d8/19–20)
Ranged *+1 longbow* +7/+2 (1d8+1/×3) or
Ranged *+1 longbow* +5/+5/+0 (1d8+1/×3) with Rapid Shot
Base Atk +6; **Grp** +6
Atk Options Blind-Fight, Mounted Combat, Point Blank Shot, favored enemy aberrations +2
Artificer Infusions (CL 1st, DC 12 + level of infusion):
3/day—1st*
Cyre Scout Infusions (CL 3rd, DC 12 + level of infusion):
4/day—1st*
* See Chapter 4 in this book and page 103 of the *Eberron Campaign Setting* for available artificer infusions; see above for available Cyre scout infusions
Spell-Like Abilities (CL 6th):
4/day—*detect magic*
2/day—*mending*

Abilities Str 10, Dex 15, Con 14, Int 15, Wis 12, Cha 10
SQ artificer knowledge +3, craft reserve 20, disable trap, dragonmark conduit (preservation), improved direction sense, item creation, wild empathy +3 (–1 magical beasts)
Feats Blind-Fight[B], Least Dragonmark (Mark of Making), Endurance[B], Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot[B], Scribe Scroll[B], Track[B]
Skills Disable Device +13, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Listen +5, Search +13, Spot +1, Survival +16 (+18 to keep from getting lost or avoid hazards; +18 following tracks; +18 in underground environments), Use Magic Device +11 (+15 scrolls)
Possessions *+1 studded leather, +1 light wooden shield,* masterwork longsword, *+1 longbow* with 20 arrows, *gloves of Dexterity +2, dragonmark focus +1*

Hook "You think you've known danger? Follow me . . . "

Deneith Warden

"As well to try to outrun the wind, to outrun death, as to outrun the law."
—Danlerna d'Deneith, Deneith warden

House Deneith holds tight to its position as universal enforcer of the laws of Khorvaire, a responsibility inherited from the days of Galifar. Few among their ranks are as exalted and respected as the Sentinel Marshals, the house's greatest heroes and law-keepers. Among the Sentinel Marshals are a select group of dragonmarked heirs of such burning commitment to the law that they develop a singular edge for enforcing it. These are the Deneith wardens—the most devoted members of a devoted House.

Becoming a Deneith Warden

Though only a single class, the Deneith warden represents two separate paths. Sentinel Marshals who have entered the ranks of that organization through service in the Blademarks and the Defenders Guild often take levels in Deneith warden to hone their talents and dedication. On the other hand, characters seeking initial entry to the Sentinel Marshals can take Deneith warden to improve their chances. Only the most trusted scions of House Deneith ever become Sentinel Marshals, however, and a PC seeking to join the Marshals by becoming a Deneith warden must have proven his dedication and service to the house before being allowed to take this prestige class.

The majority of Deneith wardens are multiclass characters, with levels in a combat-oriented class (commonly fighter, paladin, or ranger) and levels in bard or rogue. Single-class characters can become Deneith wardens, but must devote extra effort to meeting the prerequisites.

Entry Requirements

Alignment: Any lawful.
Base Attack Bonus: +4.
Skills: Gather Information 4 ranks.
Feats: Least Dragonmark (Mark of Sentinel).
Special: Must be a member of the Sentinel Marshals of House Deneith, or must have proven dedication to the house and been granted permission to petition to join the Sentinel Marshals.

Class Features

The Deneith warden is devoted, body and soul, to the apprehension of lawbreakers wherever they are found.

Heir's Mark: Levels in the Deneith warden prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Tracker: As a Deneith warden, you gain either Track or Urban Tracking (*ECS* 61) as a bonus feat.

Warden's Authority (Ex): You have the weight of the Sentinel Marshals and House Deneith behind you, granting a +1 circumstance bonus on Diplomacy, Gather Information, and Intimidate checks. This bonus increases to +2 at 2nd level, and increases by 1 every two levels thereafter.

The Deneith Warden — Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Heir's mark, tracker, warden's authority +1
2nd	+2	+3	+0	+0	Subduing strike, warden's authority +2
3rd	+3	+3	+1	+1	Devoted lawkeeper +2
4th	+4	+4	+1	+1	Uncanny dodge, warden's authority +3
5th	+5	+4	+1	+1	Mettle
6th	+6	+5	+2	+2	Devoted lawkeeper +4, improved subduing strike, warden's authority +4
7th	+7	+5	+2	+2	Improved uncanny dodge
8th	+8	+6	+2	+2	Lie detector, warden's authority +5
9th	+9	+6	+3	+3	Devoted lawkeeper +6
10th	+10	+7	+3	+3	Greater subduing strike, implacable, warden's authority +6

Class Skills (4 + Int modifier per level): Bluff, Craft, Diplomacy, Escape Artist, Gather Information, Intimidate, Knowledge (local), Knowledge (nobility and royalty), Listen, Open Lock, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

Subduing Strike (Ex): From 2nd level on, you can choose to deal nonlethal damage with any melee weapon without taking the normal penalties for doing so.

Devoted Lawkeeper (Ex): From 3rd level on, you gain an edge against those you know have broken the law. This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against known criminals, as well as a +2 bonus on weapon damage rolls against such characters.

This bonus increases to +4 at 6th level, and to +6 at 9th level.

For a foe to qualify as a known criminal for the purpose of this ability, you must either have witnessed the individual engaged in a criminal act, had the criminal act reported to you by a member of a legitimate law-enforcement agency, or made a successful Sense Motive check to ascertain the truth of the crime as reported by one of its victims. The crime must have occurred within a number of months equal to your level in this class for minor offenses (petty theft, vandalism, and so on), or within a number of years equal to your level in this class for major offenses (murder, rape, treason, and so on). If the individual has served the full punishment due for the crime, you do not gain the benefits of this ability against him.

Uncanny Dodge (Ex): At 4th level, you react to danger before your senses would normally allow you to do so and cannot be caught flat-footed. (See the barbarian class feature, *PH* 26.)

Mettle (Ex): At 5th level, your devotion and single-mindedness allow you to shrug off magical effects that would otherwise harm or impede you. If you make a

successful Will or Fortitude saving throw against a spell or spell-like ability that normally has partial or reduced effects on a successful save, you instead suffer no effect at all.

Improved Subduing Strike (Ex): At 6th level, your subduing strike becomes even more potent. Any time you deal 15 or more points of nonlethal damage with a single attack, your target must succeed on a Fortitude save (DC 5 + damage dealt) or be shaken for 1 round.

Improved Uncanny Dodge (Ex): From 7th level on, you can no longer be flanked. (See the barbarian class feature, *PH* 26.)

Lie Detector (Ex): At 8th level, you can take 10 on any Sense Motive check, even if threatened or distracted.

Greater Subduing Strike (Ex): At 10th level, you can make a single attack to deal nonlethal damage that has the potential to stun your foe. You must declare the use of this ability before you roll the attack. If the attack hits, the target must attempt a Fortitude save (DC 10 + your Deneith warden level + your Strength modifier) or be stunned for 1 round, then shaken for 1d4 rounds. You can use this ability a number of times per day equal to your Deneith warden level, but no more than once per round.

In addition, the saving throw DC for your improved subduing strike ability increases to 10 + damage dealt.

Implacable (Su): At 10th level, if you have line of sight to a known lawbreaker (as defined by the devoted lawkeeper ability), you gain a +6 morale bonus on Will saves.

PLAYING A DENEITH WARDEN

The honor of your entire house rests squarely on your shoulders. You are the embodiment of Deneith, the elite of its elite, and you conduct yourself accordingly. This does not mean you must be humorless, passionless, or stiffly formal on all occasions. You simply show your respect for the law and for the needs and traditions of your house. You are obedient to house and law, loyal to your companions, and merciless in the pursuit of those you hunt.

Combat

Whatever your background, the martial orientation of a Deneith warden lends itself to straightforward melee, and you stand in the front ranks with the fighter or the paladin. When given a choice of foes, attack your target lawbreaker when you can. At higher levels, you can move into the midst of the enemy, safe from any attempt to flank you. Make liberal use of your subduing strike, the better to bring criminals back to face trial, or to battle your way through those who stand against you, but are not your prime targets.

Advancement

The Deneith warden path places you at the pinnacle of what the house strives to achieve. Your authority is recognized across the Five Nations and beyond. You are a tool for Deneith's justice, and you would have it no other way.

Your ongoing training depends on your chosen combat style. As a Deneith warden, you lack the bonus feats of the fighter, so select what feats you do gain to complement your class abilities. Your goal is to take down criminals fast, and feats such as Power Attack, Improved Disarm, and Improved Sunder will help. Make sure not to neglect your skills, particularly Gather Information, Sense Motive, and Survival, since finding the criminal is the first step toward delivering him.

Resources

As a Deneith warden, you have all the advantages normally granted a favored heir of House Deneith (described on page 27). In addition, if you are assisting local law enforcement in the capture of a dangerous fugitive, you might be able to rely on them for basic equipment (weapons, potions, and so on), as well as information and guidance through the local underworld.

DENEITH WARDENS IN THE WORLD

"I would have gotten away with it, too . . ."

—Jory "Farmer" Brouden,
currently awaiting execution in Vedykar

Deneith wardens are wandering lawkeepers, and can be found in every corner of Khorvaire. Wherever brigands evade local law enforcement, smugglers move contraband across borders, and criminal guilds attempt to extend their reach, the wardens are there.

Organization

Most Deneith wardens are members of the Sentinel Marshals. Like all Sentinel Marshals, they are respected both within the house and throughout the Five Nations. All members of the Sentinel Marshals are treated equally for the most part and, while taking levels in this prestige class might grant an edge in ability, it earns no particular privileges or rank. Those who are petitioning for a place in the Sentinel Marshals use their experience as Deneith wardens to prove their ability.

NPC Reactions

The Sentinel Marshals are recognized across Khorvaire, and even if not necessarily liked, are greatly respected. When dealing with the common folk, a Deneith warden can expect a reaction one step more favorable than normal. Criminals, on the other hand, have obvious reasons to fear and mistrust a Deneith warden, even if they are not that warden's target.

DENEITH WARDEN LORE

Characters with ranks in Knowledge (history) or Knowledge (nobility and royalty) can research Deneith wardens to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Sentinel Marshals are the elite law enforcement group within House Deneith. They travel all Five Nations, bringing criminals to justice.

DC 15: Certain members of the Sentinel Marshals train in very specific methods. They learn to track people in the city as easily as across open ground, and have such passion for pursuing lawbreakers that they are stronger in battle against them.

DC 20: Deneith wardens are so single-minded, the best of them are said to be immune to magic when on the hunt. They have a dozen ways to bring a fugitive back

alive—and anyone left alive after fighting a warden should be thankful for it.

DC 30: Characters who achieve this level of success can learn important details about Deneith wardens in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

DENEITH WARDENS IN THE GAME

PCs can run into a Deneith warden anywhere within the Five Nations, almost always in pursuit of their quarry. Though a Deneith warden makes a potent ally, adventurers frequently get themselves into trouble. A serious misunderstanding or a crime committed in ignorance could well result in a warden being tasked to bring the party in.

The Deneith warden should appeal to players who enjoy solving mysteries, tracking down evildoers, and exercising some measure of authority. Eberron has no shortage of villains, and a Deneith warden will never want for assignments.

Adaptation

The abilities of a Deneith warden are not directly tied to her dragonmark. Rather, the mark represents the allegiance and trust of the house, and a campaign that de-emphasizes the use of dragonmarks could replace that prerequisite with another feat. In broader campaigns, the class might be opened up to members beyond House Deneith, becoming an elite guard drawn from a number of different law-enforcement agencies.

Sample Encounter

Going through House Deneith is one sure way of contacting a Deneith warden; committing a heinous crime is the other. Between those extremes, PCs might inadvertently find themselves interfering with a Deneith warden's pursuit of her target, or could end up as the hunted themselves through mistaken identity or the actions of their enemies.

EL 12: One of the most famous (or, in the criminal world, infamous) Sentinel Marshals alive today, Danlerna d'Deneith has brought assassins, crime lords, and entire thieves' guilds to justice. When first encountered by the PCs, she has been following them for some time—but what is it she expects them to lead her to?

Danlerna d'Deneith **CR 12**

Female human rogue 6/Deneith warden 6
LG Medium humanoid
Init +6; **Senses** Listen +10, Spot +10
Languages Common, Dwarven, Gnome

AC 21, touch 12, flat-footed 19; improved uncanny dodge, light fortification, +2 against traps (+2 Dex, +7 armor, +2 shield)
hp 56 (12 HD)
Resist evasion, mettle
Fort +7, **Ref** +9 (+11 against traps), **Will** +5

Speed 30 ft. (6 squares)
Melee +2 *rapier* +14/+9 (1d6/15–20)
Base Atk +10; **Grp** +10
Atk Options devoted lawkeeper +4, improved subduing strike, sneak attack +3d6, subduing strike
Spell-Like Abilities (CL 6th):
1/day—*shield of faith*

Abilities Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 10
SQ trapfinding
Feats Least Dragonmark (Mark of Sentinel), Improved Critical (rapier), Improved Initiative, Skill Focus (Gather Information), Stealthy, Urban Tracking[B], Weapon Finesse
Skills Balance +3, Bluff +9, Climb –1 (+1 ropes), Diplomacy +19, Disguise +0 (+2 to act in character), Escape Artist +10 (+12 involving ropes), Gather Information +18, Hide +12, Intimidate +15, Jump +1, Knowledge (local) +11, Knowledge (nobility and royalty) +8, Listen +10, Move Silently +12, Open Lock +11, Search +11, Sense Motive +12, Spot +10, Survival +1 (+3 following tracks), Tumble +10, Use Rope +11 (+13 involving bindings)
Possessions combat gear plus *+3 light fortification mithral chain shirt, masterwork heavy steel shield, +2 rapier, hat of disguise*, thieves' tools

Hook "Giving up now is the smartest thing you'll ever do."

DURAAK'ASH

"I do not find. I hunt. My mark binds predator and prey, and once I have caught your scent you cannot escape me."

—Sul'aashta Steelbane

"Duraak'ash" is an Orc word that translates to "stalking dragon." A duraak'ash is an implacable foe who uses her Mark of Finding to form a link to her prey: a bond that grants her benefits both during the hunt and in the inevitable battle at its end.

BECOMING A DURAAK'ASH

The path of the duraak'ash can serve the hunter who stalks beasts in the wild, or the inquisitive who tracks her prey through city shadows. Rogues, scouts (from *Complete Adventurer*), and rangers all make excellent stalking dragons, but barbarians and fighters also take levels in duraak'ash.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Feats: Least Dragonmark (Mark of Finding—*locate object*), Lesser Dragonmark (Mark of Finding – *locate creature*); either Track or Urban Tracking*.

* *Eberron Campaign Setting* 61

CLASS FEATURES

As a duraak'ash, you learn to let the Mark of Finding guide you. As you hone your hunting skills, your mark becomes a deeper part of you, helping you find and fight your prey.

Catch the Scent (Ex): When you use your *locate creature* ability, you can locate a specific creature you have never met. To do this, you must possess a piece of the target creature (hair, scale, nail, and so on) or an object the target has touched within one day per class level.

Heir's Mark: Levels in the duraak'ash prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities

THE DURAAK'ASH HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Catch the scent, heir's mark, hunter's insight +1, swift tracker
2nd	+2	+3	+3	+0	Dragon's guidance, sharpened senses
3rd	+3	+3	+3	+1	Improved dragonmark
4th	+4	+4	+4	+1	Favored enemy
5th	+5	+4	+4	+1	Hunter's insight +2, trackless step
6th	+6	+5	+5	+2	Perfect awareness
7th	+7	+5	+5	+2	Track the trackless
8th	+8	+6	+6	+2	Improved dragonmark
9th	+9	+6	+6	+3	Favored enemy
10th	+10	+7	+7	+3	Hunter's insight +3

Class Skills (6 + Int modifier per level): Bluff, Climb, Disguise, Gather Information, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Move Silently, Open Lock, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Hunter's Insight (Ex): While fighting a creature who is the current target of your *locate creature* ability, you gain a +1 insight bonus on attack rolls and damage rolls, and a +1 insight bonus to Armor Class against that creature. This bonus increases to +2 at 5th level, and to +3 at 10th level.

Swift Tracker (Ex): You can move at your normal speed while following tracks. (See the ranger class feature, *PH* 48.)

Dragon's Guidance (Su): From 2nd level on, you can expend one use of any of your dragonmark powers to gain an insight bonus on a Survival check made in conjunction with the Track feat or on a Gather Information check made in conjunction with the Urban Tracking feat. The bonus is based on the strength of the dragonmark whose power you expend.

Dragonmark	Insight Bonus
Least	+3
Lesser	+6
Greater	+10

Sharpened Senses (Ex): At 2nd level, you double the range of all divination abilities associated with your Mark of Finding. In addition, when using your dragonmark, you can add your class level to a caster level check to overcome *nondetection* (*PH* 257) or as a bonus on a Will save made to overcome *mislead* (*PH* 255).

Improved Dragonmark (Ex): At 3rd level and 8th level, you gain one additional daily use of your least and lesser dragonmark powers.

Favored Enemy (Ex): At 4th level, you can select a type of creature as a favored enemy. (See the ranger class feature, *PH* 47.)

If you already have a favored enemy from another class, you instead select an additional favored enemy. In addition, you can increase by 2 the bonus against any one favored enemy (including the one just selected, if so desired).

At 9th level, you can select an additional favored enemy and once more increase a favored enemy bonus.

Trackless Step (Ex): At 5th level and higher, you cannot be tracked in natural surroundings. (See the druid class feature, *PH* 36.)

Perfect Awareness (Ex): From 6th level on, while fighting a creature who is the current target of your *locate creature* ability, you cannot be flanked by the target. In addition, you suffer no miss chance from any concealment protecting him, including that of invisibility and darkness.

Track the Trackless (Ex): At 7th level, you gain the ability to track creatures under the effect of *pass without trace*, trackless step, or similar abilities, though you take a –20 penalty on your Survival check when doing so.

PLAYING A DURAAK'ASH

You are a predator, born to the hunt. Through your dragonmark, you feel a primal connection to your prey. Whether using Track or *locate creature*, whether prowling the deep swamps or the alleys of Sharn, you live for the chase. Though you gain some satisfaction from exploration and adventuring, nothing compares to the thrill and exhilaration of the contest between hunter and prey. You are always searching for greater challenges, and for opponents worthy of your skills.

Duraak'ash are solitary by nature. You might feel a strong attachment to your family or your adventuring companions (your pack, as it were), but you instinctively perceive other duraak'ash as rivals, not allies. Choose your friends carefully and help your family when they are in need, but in the end you walk your own path, unbound by the will of others.

One tradition among the duraak'ash is the concept of the destined foe: a nemesis that will be the greatest challenge of your career. Your destined foe might be known to you from your first steps on the duraak'ash path—or was perhaps what drove you to that path. Alternatively, hints of your destined foe's identity might come to you later in dreams and visions. Legends hold that a stalking dragon who defeats her destined foe will be blessed for the remainder of her days.

Combat

You are skilled in the arts of combat, but you cannot go toe-to-toe with an experienced fighter and expect to win. Your weapons are stealth, cunning, and keen senses. Use them. Study your prey. Stalk him, learn his weaknesses, and strike when the moment is right. In the wilds, no honor is found in battle—only victory or death, and you are a survivor.

Versatility is a virtue. You never know what you will be hunting next or when your prey will turn the tables, and you should be capable of handling yourself in any combat situation. It is useful for a duraak'ash to have some skill with ranged weapons, to be able to take full advantage of the element of surprise and the potential for ambush.

Advancement

As a child, you were raised on the tales of the stalking dragons, the legendary warriors of the Shadow Marches. Then your dragonmark manifested, and you soon found yourself dreaming of the hunt. Now you have harnessed your dreams and the power they promise. You might be content in the shadows, finding all the satisfaction you need in the hunt. Perhaps you wish to inspire legends of your own, hunting the great beasts of the age. Years from now, children in the Shadow Marches might listen to stories of your deeds.

Most duraak'ash are drawn to the wilds, and if you are among them, keep your Survival skill high. At the same time, you might channel your predatory instincts into the path of the inquisitive, focusing on Gather Information and Search. Either way, stealth and sharp senses (in the form of ranks in Hide, Move Silently, Spot, and Listen) are vital for your work.

Resources

Duraak'ash have no formal organization and do not share resources with one another. However, if you are an heir in good standing with House Tharashk, you receive the usual benefits of house membership described on page 78.

DURAAK'ASH IN THE WORLD

"I crossed paths with the Steelbane in the Mournland, stalking feral warforged in the ruins of Jarp. I had duties of my own and could not tarry. But I saw her hunt, and she is a worthy foe."

—Caerys Vadallia, revenant blade

The tradition of the duraak'ash is older than House Tharashk. No formal organization exists among them: a stalking dragon stands alone, and bends her knee to no one. Duraak'ash are agents of House Tharashk and of their individual clans, but they serve when they will, and cannot be bound.

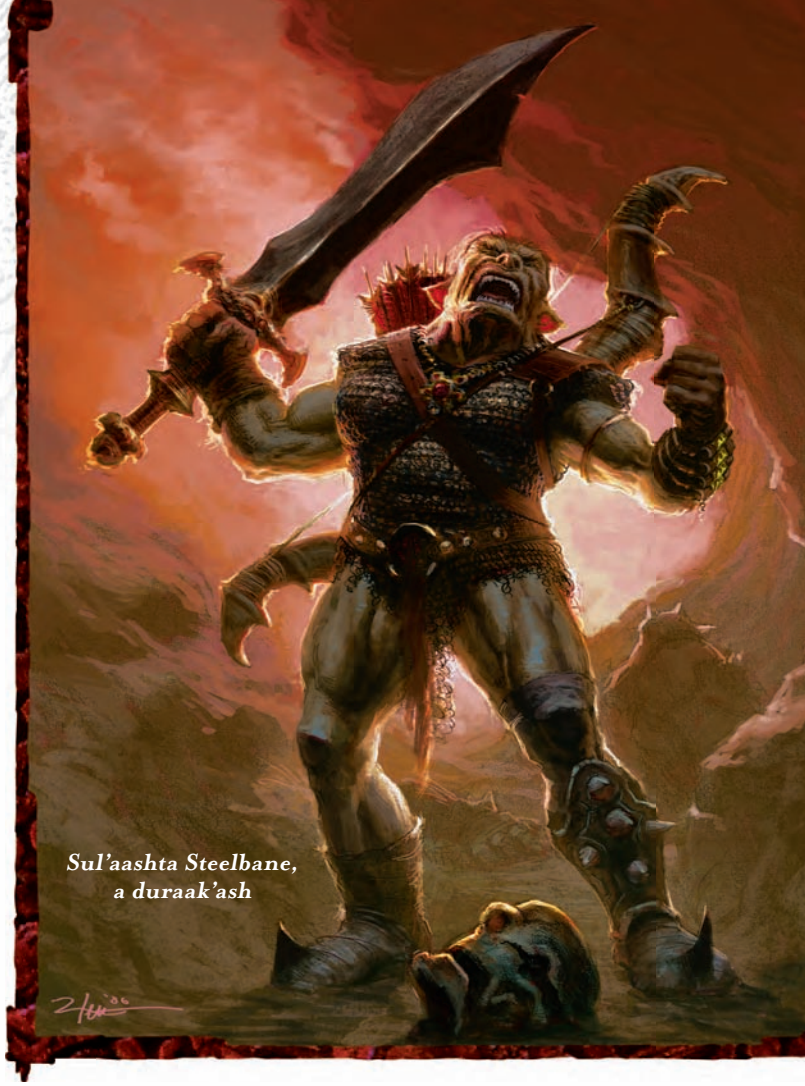
A duraak'ash is always searching for a new challenge worthy of her skills. Though this can sometimes drive her to take what others see as foolish risks, a skilled duraak'ash is always keenly aware of those risks. She might choose to place herself in the path of danger, but she is prepared to face that danger when it appears.

Organization

A strong, instinctive sense of rivalry and competition exists between stalking dragons. When duraak'ash meet, they often engage in challenges of skill or attempts to claim a rival's prey. They rarely fight one another directly, since each recognizes their kinship and the other's value to the house as a whole. Pride demands that a hunter establish dominance, though, and matching wits with a fellow duraak'ash is a challenge too good to pass up.

NPC Reactions

Few outside the Shadow Marches or House Tharashk have any knowledge of the duraak'ash, and a stalking dragon receives the same reaction as any other Tharashk heir. A duraak'ash who defeats mighty beasts and brings fantastic trophies to Zarash'ak's Hall of Heroes elicits reactions from NPCs at least one step more favorable while in the Shadow Marches.



Sul'aashta Steelbane, a duraak'ash

DURAAK'ASH LORE

Characters with ranks in Knowledge (nature) or Knowledge (nobility and royalty) can research the duraak'asha to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The duraak'asha are the elite hunters of House Tharashk. A duraak'ash uses his Mark of Finding to hunt prey.

DC 15: There is no formal order of duraak'asha, but hunters who defeat fearsome beasts are folk heroes in the Shadow Marches.

DC 20: A duraak'ash gains a magical bond that allows him to track his prey through wilderness or city. This mystical sense helps him to predict his victim's movements in battle.

DC 30: Characters who achieve this level of success can learn important details about duraak'asha in your campaign, including history, notable individuals, the areas in which they operate, and the kinds of activities they undertake.

DURAAK'ASH IN THE GAME

A duraak'ash can easily be drawn to the life of the adventurer as she searches for new challenges and deadly thrills. Though many duraak'ash spend their days in the wildest areas of Eberron, a significant number have adapted the tradition of the stalking dragons to urban life. These inquisitives and bounty hunters prowl the roughest regions of the great cities, tracking dangerous criminals or unraveling deadly mysteries. Though these hunters typically

have better social skills than their rural counterparts, they are just as grim, unforgiving, and dedicated.

Adaptation

A duraak'ash makes a formidable hunter even in campaigns without dragonmarks. Simply replace the feat prerequisites and allow the class to use *locate creature* as a spell-like ability once per day (caster level equal to class level). This ability is then modified by the dragon's guidance and improved dragonmark abilities.

Sample Encounter

As an enemy, a duraak'ash NPC might be employed to track the PCs, either fighting them herself or blazing a trail for other foes to follow. Alternatively, a stalking dragon might be a rival hunting the same monsters or seeking the same treasures as the party. A duraak'ash might even believe that one of the PCs is her destined foe, repeatedly coming after the party to test her skills in combat.

EL 12: Sul is a hunter of the Aashta clan whose life is shaped by two forces: her faith in the Dragon Below, and her dreams of her destined enemy, a mighty warrior forged of steel and stone. Guided by her dreams, Sul'aashta seeks to slay warforged, and she sells her services hunting criminals and fugitives of that race. She also spends a great deal of time roaming the Mournland and preying on the constructs that live there.

Sul'aashta Steelbane — CR 12

Female half-orc ranger 6/duraak'ash 6
NE Medium humanoid (orc)
Init +3; **Senses** darkvision 60 ft., Listen +10, Spot +15
Languages Common, Orc

AC 21, touch 14, flat-footed 18; perfect awareness (+3 Dex, +6 armor, +1 deflection, +1 natural)
hp 81 (12 HD)
Fort +14, **Ref** +15, **Will** +6

Speed 30 ft. (6 squares)
Melee *+1 adamantine constructbane greatsword* +17/+12/+7 (2d6+7/17–20)
Ranged mwk composite longbow +16/+11/+6 (1d8+4/×3) or
Ranged mwk composite longbow +14/+14/+9/+4 (1d8+4/×3) with Rapid Shot or
Ranged mwk composite longbow +10 (3d8+12/×3) with Manyshot
Base Atk +12; **Grp** +16
Atk Options Power Attack, favored enemy constructs +6, favored enemy aberrations +2, favored enemy humans +2, hunter's insight +2, perfect awareness
Combat Gear 2 *potions of shield, potion of enlarge person, wand of cure light wounds,* potion bracer*
* *Sharn: City of Towers* 159
Ranger Spell Prepared (CL 3rd):
1st—*longstrider*
Spell-Like Abilities (CL 15th):
4/day—*locate object*
3/day—*locate creature*
1/day—*find the path*

Abilities Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 6
SQ animal companion (none at present), catch the scent, dragon's guidance, sharpened senses, swift tracker, trackless step, wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Greater Dragonmark (Mark of Finding), Improved Critical (greatsword), Least Dragonmark (Mark of Finding), Lesser Dragonmark (Mark of Finding), Manyshot[B], Power Attack, Rapid Shot[B], Track[B]
Skills Climb +4, Heal +5, Hide +18, Knowledge (nature) +7, Listen +10, Move Silently +17, Ride +5, Search +9, Spot +15, Survival +15 (+17 in aboveground natural environments, +17 following tracks)
Possessions combat gear plus *+2 chain shirt, amulet of natural armor* +1, *ring of protection* +1, *+1 adamantine constructbane greatsword*, masterwork composite longbow (+4 Str bonus) with 10 silvered arrows and 10 adamantine arrows, *gloves of* Dexterity *+2, darkweave cloak of resistance +2, ring of sustenance*

Hook "You are not my prey. Not yet . . . "

Medani Prophet

"My brethren can defend you from dangers in the present—but only I can protect you from the future."
—Ari d'Medani, prophet of Passage

The Mark of Detection grants heirs of House Medani mystical powers of perception, allowing them to see the flow of magic, to sense poison, or to penetrate illusions. Within the house lives an order of priests known as the Voice of Aureon. Initiates of the order are taught to use their dragonmarks to see through the veil of time, catching glimpses of the future or visions of the past. These are the Medani prophets.

Becoming a Medani Prophet

A Medani prophet must possess a powerful dragonmark, a keen insight into the psyche, and a solid understanding of magical matters. Beyond this, he must study at the shrine of the Voice of Aureon in Wroat, for only there can he unlock the full potential of his dragonmark. Though characters of any class can pursue this path, it requires great faith in the wisdom of Aureon. Hence, Medani prophets are most often drawn from the ranks of clerics, paladins, and favored souls (from *Complete Divine*).

Entry Requirements

Skills: Knowledge (arcana) 4 ranks, Sense Motive 4 ranks.

Feats: Least Dragonmark (Mark of Detection), Lesser Dragonmark (Mark of Detection).

Spellcasting: Ability to cast 2nd-level divine spells, including at least three divinations.

Special: Must be a worshiper of Aureon, and must have received training from the Voice of Aureon.

Class Features

As a Medani prophet, you learn to draw on your dragonmark to peer into the future—and potentially, to unlock the secrets of the past.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before

becoming a Medani prophet, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Heir's Mark: Levels in the Medani prophet prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Keen Insight (Su): Your dragonmark gives you flashes of intuition, granting you an insight bonus on Sense Motive checks equal to your class level.

Prophetic Vision (Su): As you undertake your training as a Medani prophet, you begin to receive powerful visions of the past and future. These rare and cryptic revelations are a tool for the DM to advance the story, and the frequency and nature of these visions is determined by the needs of the campaign. These visions often connect to your current location, such that you are far more likely to see an image of the ancient battles between quori and giant if you are in Xen'drik.

If a vision strikes while you are awake, you must make a DC 15 Will save or be stunned for 1d4 rounds as the images wash over you.

Improved Dragonmark (Ex): At 2nd level and 4th level, you gain one additional daily use of your least and lesser dragonmark powers.

Blood Augury (Sp): From 2nd level on, you can expend one use of a least dragonmark power to use *augury* (*PH* 202) as a spell-like ability, at the same caster level as your other dragonmark powers.

Dragon's Shield (Su): At 3rd level, you gain an insight bonus to your Armor Class by expending one use of any of your dragonmark powers as a swift action. The effect lasts for 1 minute per dragonmark power caster level. The bonus is based on the strength of the dragonmark whose power you expend.

Mark	Insight Bonus
Least	+1
Lesser	+2
Greater	+4

Medani Guidance (Sp): From 4th level on, you can expend one use of a lesser dragonmark power to use *divination* (*PH* 224) as a spell-like ability, at the same caster level as your other dragonmark powers.

Visions of the Past (Sp): At 5th level, you can expend one use of a dragonmark power to peer into the past. With each use of this ability, you can three questions regarding the past of the area you are in. This requires 6 minutes of concentration (2 minutes per question). You receive your answers as a combination of indistinct sensory impressions, as determined by the DM. For example, if you ask "Who killed Borestes?" you might learn that it was a male half-orc wielding an axe, but you will not learn the name of the killer. If you happen to be familiar with this particular half-orc, you might instinctively recognize him. In general, however, the imagery is vague and blurred; however, you might catch a particularly vivid image, such as a precise look at the killer's distinctive axe.

The answers you receive come not from any deity, but from your dragonmark's supernatural connection to the past. As such, treat the answers as coming from an effectively omniscient being. However, you will only receive responses to questions regarding events that occurred within your line of sight, and any magical effect that would have interfered with scrying automatically conceals past events from this power. For example, you might ask a question regarding a crime committed at a particular site, but if the character who committed that crime was under the effect of *nondetection* at the time, the response will be completely indecipherable. This ability works best when you ask specific questions: The move vague the question you ask, the more vague the response will be.

The maximum period you can look back through time is based on the strength of the dragonmark whose power you expend.

Dragonmark	Maximum Period
Least	5 hours
Lesser	5 days
Greater	1 month

PLAYING A MEDANI PROPHET

You live in a world of ghosts and shadows, where the air is filled with faint whispers of conversations that have yet to occur. When you meet a stranger, you see hints of his past and traces of many possible futures. These are maddeningly elusive, however, and only by calling on the power of your dragonmark and the guidance of Aureon can you make sense of what you see.

You are drawn to the path of the adventurer because traveling the world gives you a chance to shape history as well as observe it. Try to find ways to work this into the description of your actions. When you gain information from Sense Motive, is it simple insight, or have you caught a glimpse of past treachery? Perhaps you have a habit of finishing other people's sentences, knowing always what they are about to say. If you're wrong—well, you only see possible futures, after all.

Combat

Though dragon's shield allows you to evade enemies by predicting where their blows will fall, your class provides you with little in the way of offensive capabilities. Your role in combat largely depends on the path you followed before you became a prophet. You maintain your full divine spellcasting progression, and magic likely remains your best weapon.

Advancement

The path of the prophet is not a choice, but a calling. Dreams and visions drew you to the shrine of the Voice, where you were taught to interpret these signs and unlock your potential. Only the faithful of Aureon can receive this gift, and your faith continues to guide you even if your path leads you far from your house. Little struggle for advancement exists within the Voice of Aureon. The leaders of the sect know who is destined to guide them, and Aureon's will supersedes any earthly politics.

As you continue to sharpen your magical insight, consider acquiring other skills and feats that can help you shed light on the mysteries you encounter. Investigate and Research are both appropriate, while ranks in Diplomacy, Sense Motive, Appraise, Spot, and Knowledge will serve you well.

THE MEDANI PROPHET HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Heir's mark, keen insight, prophetic vision	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Improved dragonmark, *blood augury*	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Dragon's shield	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Improved dragonmark, *Medani guidance*	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	*Visions of the past*	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Appraise, Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Listen, Profession, Search, Sense Motive, Spellcraft, Spot.

Resources

The Voice of Aureon is a religious order that serves house Medani, not a force with its own agenda. When you visit the great shrine in Wroat, you can ask for divine spellcasting at no charge from the adepts and clerics tending it, provided the prophets have not had visions indicating that their magic is needed elsewhere.

As a member of your house, you have access to the resources described on page 55. As a known Medani prophet in good standing with both the house and the order, you receive a +1 bonus on favor checks you make with the Favored in House feat.

MEDANI PROPHETS IN THE WORLD

"So we put in a week planning the ir'Tain job, and just as we're getting ready to move, Slugs hears that Lady ir'Tain's hired a Medani prophet. Job's off. Last group I know what tried it? The watch was waiting for them when they arrived."

—Kenton Del, guild thief

The prophets of Aureon are invaluable members of House Medani. Aside from the blessing of divine magic, they use their oracular abilities and innate wisdom to guide the viceroys and the patriarch. In the wider world, prophets sell their services through the Warning Guild. Some serve as simple augurs, peering into the immediate future to answer questions for a price. Others accept long-term positions as advisors for important clients of the house, providing the twin benefits of divination and divine insight. The visions of a Medani prophet could prove valuable to a party of adventurers, but if a powerful enemy employs a prophet, the PCs might find that their own plans are known almost as quickly as they can be made.

Organization

The Voice of Aureon is based in the city of Wroat, in the central enclave of House Medani. The spiritual leader of the sect is the Seneschal Ruram d'Medani (LN male half-elf adept 5/dragonmark heir 2/Medani prophet 1). His magical abilities are not as powerful as those of other members of the order, but Ruram's prophetic visions are strong and his advice is sound. The Voice has a loose structure, with three administrators (known as speakers) assisting Ruram in overseeing the operations of the order. Beneath the speakers, every prophet holds equal authority.

Few can master the gift of prophecy, and while major Medani enclaves contain shrines to Aureon, only a few of these are permanently tended by a priest or prophet. Though members of the order encounter each other only rarely, a traveling Medani prophet finds a warm welcome in any house enclave, especially if he is willing to use his powers to aid his kin.

NPC Reactions

Few people know of the Voice of Aureon, and a Medani prophet receives the same reaction from strangers as any heir of House Medani. Prophets are highly respected within the house, and receive a friendly welcome from other heirs of Medani (though they often have to suffer the questions of those who hope to catch a glimpse of the future). Other priests of Aureon are friendly toward a prophet, but those who worship the Shadow often view Medani prophets as worthy targets for the wrath of their dark god.

MEDANI PROPHET LORE

Characters with ranks in Knowledge (nobility and royalty) or Knowledge (religion) can research House Medani to learn more about the Medani prophets. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The Voice of Aureon is a religious sect within House Medani. Its members are widely known for their oracular abilities, and are referred to as Medani prophets.

DC 15: Medani prophets receive oracular visions and dreams, and can use the power of their dragonmarks to ask specific questions.

DC 20: A powerful Medani prophet can look back into the past to see what has happened in the area around him

DC 30: Characters who achieve this level of success can learn important details about Medani prophets in your campaign, including history, notable individuals, the areas in which they operate, and the kinds of activities they undertake.

MEDANI PROPHETS IN THE GAME

A Medani prophet can be a useful tool for foreshadowing upcoming plot developments as he warns the PCs of a terrible vision he has had concerning them. Prophetic visions can also provide a way for adventurers to gain

insight into the activities of groups such as the Dreaming Dark, the Lords of Dust, and the Chamber. Of course, adventurers who become too reliant on prophecy can easily be misled. A Medani prophet might be revealed to be a doppelganger from the Cabinet of Faces, spinning tales designed to lead the PCs into danger. Another prophet's vision might turn out to have been implanted by the Dreaming Dark.

A Medani prophet can also be a dangerous foe. When an enemy of the party employs a prophet, the seer might be able to provide his employer with advance warning of whatever plans the heroes have in mind.

Adaptation

Medani prophets are devoted to Aureon, but the house could just as easily hold a sect dedicated to Aureon's dark reflection, the Shadow. Such prophets would use their oracular powers for personal gain and to spread the influence of their sinister patron. These prophets of the Shadow could advance in arcane caster levels instead of divine, reflecting the dark knowledge they gain from their devotion.

Sample Encounter

Aureon is the sovereign lord of knowledge, and most prophets spend their days in quiet contemplation or studying history and lore. The services of prophets are greatly valued by House Medani, and prophets in residence at a Medani enclave are frequently called upon to advise the ministers and viceroys. Occasionally, a prophet's visions compel him to go out into the world to prevent a disaster or solve an ancient mystery, but most prophets prefer a night of meditation to an evening on the town.

EL 7: Ari d'Medani is a prophet stationed in the city of Passage. He spends his time in the house enclave, meditating on the mysteries of Aureon and the shadows of the future. He advises the viceroy of the house and tends to injured Medani, but rarely sells his services to those outside the house. When he does leave the enclave, it is usually in pursuit of prophetic visions, and this has led him into danger on more than one occasion.

Ari d'Medani — CR 7

Male half-elf cleric 4/dragonmark heir 1/Medani prophet 2
LN Medium humanoid (elf)
Init –1; **Senses** low-light vision, Listen +4, Spot +8
Languages Common, Dwarven, Elven, Gnome, Halfling

AC 18, touch 9, flat-footed 18
(–1 Dex, +6 armor, +3 shield)
hp 40 (7 HD)
Immune sleep
Fort +8, **Ref** +3, **Will** +13 (+15 against enchantments)

Speed 20 ft. (4 aquares) in breastplate; base speed 30 ft.
Melee mwk rapier +5 (1d6/18–20)
Base Atk +4; **Grp** +4
Special Actions *blood augury*, turn undead 4/day (+1, 2d6+5, 4th), spontaneous casting (*cure* spells)
Cleric Spells Prepared (CL 6th):
3rd—*clairaudience/clairvoyance* D (CL 7th), *dispel magic, locate object* (CL 7th), *speak with dead* (DC 16)

Ari d'Medani, a Medani prophet

TG

2nd—*detect thoughts*D (DC 15, CL 7th), *hold person* (DC 15), *shield other, status* (2) (CL 7th)
1st—*comprehend languages* (CL 7th), *deathwatch, detect secret doors*D (CL 7th), *detect undead* (CL 7th), *sanctuary* (DC 14)
0—*detect magic* (CL 7th), *guidance* (CL 7th), *light, purify food and drink, resistance*
D: Domain spell. Deity: Aureon. Domains: Knowledge, Magic
Spell-Like Abilities (CL 9th):
4/day—*detect poison*
2/day—*see invisibility*

Abilities Str 10, Dex 8, Con 12, Int 14, Wis 16, Cha 13
SQ aura of law, house status +1, prophetic vision, use magic items as a 2nd-level wizard
Feats Favored in House, Least Dragonmark (Mark of Detection), Lesser Dragonmark (Mark of Detection)[B], Research
Skills Diplomacy +6, Gather Information +3, Heal +10, Knowledge (arcana) +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +5, Knowledge (the planes) +5, Knowledge (religion) +5, Listen +4, Search +5, Sense Motive +15, Speak Language (Dwarven), Spellcraft +10, Spot +6
Possessions *+1 breastplate, +1 heavy wooden shield*, masterwork rapier, *cloak of resistance* +1

Hook "I have dreamed of this moment."

Nosomatic Chirurgeon

"I have stared into the face of death and stepped away stronger than before. And oh, the things death has taught me . . . "
—Garrett Thorngage d'Jorasco of the Healers Guild

The halflings of House Jorasco are known far and wide for their understanding of life, and for their facility with the care of the injured, the mad, and the dying. What few consider is that anyone able to coax the terminal back to life must be intimately familiar with the processes of dying, and that some of those exposed to a lifetime of death and madness pay a price for the knowledge they gain.

Within Jorasco, members of a militant sect of healers twist their powers to darkness. Though these nosomatic chirurgeons are not uniformly evil, the power they wield is a dark stain on Jorasco's reputation. Indeed, though their existence is officially denied by the house, when a chirurgeon is found, agents of Jorasco are the first ones sent to silence him.

Becoming a Nosomatic Chirurgeon

A nosomatic chirurgeon is a halfling student of sickness, and a master of the ebb and flow of the energies of life and death. Any dragonmarked healer can take up this path, but nosomatic chirurgeons are often drawn from the ranks of those who have expanded their healing knowledge through spellcraft. Chirurgeon clerics, druids, and multiclass adepts are common.

Entry Requirements

Alignment: Any nongood.
Base Fortitude Save: +3.
Skills: Heal 8 ranks, Knowledge (nature) 4 ranks.
Feats: Least Dragonmark (Mark of Healing).
Special: An heir of Siberys with the Mark of Healing can take this class without meeting the Least Dragonmark prerequisite.

Class Features

In addition to expanding on any spellcasting tradition that brought him to his current path, a nosomatic chirurgeon develops abilities that let him manipulate life energy and disease.

Spellcasting: At each level except 5th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a nosomatic chirurgeon, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

If you have no levels in any spellcasting class, this class grants you the spellcasting ability of the adept (*DMG* 107) from 1st to 4th level. You do not gain levels in the adept class nor any of the other features of that class, but simply adopt that class's spellcasting progression and spell list as the spellcasting ability of this class.

Heir's Mark: Levels in the nosomatic chirurgeon prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Nosomatic Chirurgy (Ex): As a nosomatic chirurgeon, your understanding of sickness and disease grants you a bonus equal to your class level on saves against magical or mundane diseases (including the *contagion* spell). You gain this same bonus on saves against any magical or mundane effects that would change your condition to nauseated or sickened. If such effects also deal damage, you take that damage as normal.

In addition, you receive a bonus equal to your class level on all Heal checks.

Pestilential Touch (Su): A chirurgeon develops the supernatural ability to channel spell energy into debilitating harm. This ability allows you to spontaneously "lose" a single usage of any spell or spell-like ability to cast any *inflict* spell of the same spell level or lower. (An *inflict* spell is any spell with "inflict" in its name, such as *inflict light wounds*).

Unlike with a normal casting of an *inflict* spell, the damage dealt by this ability is not negative energy, and so cannot be used to heal undead.

Plague Bearer (Sp): Upon reaching 2nd level, a nosomatic chirurgeon can cultivate disease in living creatures with a touch. Once per day, you can invoke an effect similar to a *contagion* spell (*PH* 213). As with the spell, you must succeed on a melee touch attack to affect your target. You can gain additional uses of this ability by expending daily uses of any spell-like ability from your Mark of Healing.

Upon acquiring this ability, you become immune to the *contagion* spell.

THE NOSOMATIC CHIRURGEON HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Heir's mark, nosomatic chirurgy, pestilential touch	+1 level of existing class/see text
2nd	+1	+3	+0	+3	*Plague bearer*	+1 level of existing class/see text
3rd	+2	+3	+1	+3	Isolate pathogen	+1 level of existing class/see text
4th	+3	+4	+1	+4	Nosomatic touch	+1 level of existing class/see text
5th	+3	+4	+1	+4	Ascendant carrier	—

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft (alchemy), Gather Information, Heal, Knowledge (arcana), Knowledge (nature), Profession (herbalist), Search, Sense Motive, Sleight of Hand, Spellcraft, Spot.

Isolate Pathogen (Ex): From 3rd level on, your expertise allows you to expand your plague bearer ability to use any disease (including magical diseases) that you have personally diagnosed and successfully treated with the Heal skill. This allows you to use your plague bearer ability to infect subjects with a disease such as devil chills or mummy rot if you have successfully helped a character overcome the effect of that disease with a Heal check.

In addition, you can always take 10 on Heal checks made to diagnose a patient or treat disease.

Nosomatic Touch (Su): At 4th level, you can choose to combine your pestilential touch ability with your *plague bearer* ability, allowing you to deal damage and infect a subject with disease with a single melee touch attack. You lose a spell (for your pestilential touch) and expend any applicable usage of a dragonmark power (for *plague bearer*) as normal. Since this ability requires a touch attack, you cannot use your nosomatic touch with any *mass inflict* spell, regardless of level.

Ascendant Carrier (Ex): At 5th level, your studies make you immune to all diseases, even those of magical or supernatural origin such as lycanthropy and mummy rot. If you are already afflicted with any such disease, you are automatically cured of that condition. You also become immune to any spell or effect that would cause you to become nauseated or sickened.

In addition, you can extend your expertise to those in your care. This allows you to use *remove disease* as a spell-like ability once per day, at the same caster level as your other dragonmark powers.

PLAYING A NOSOMATIC CHIRURGEON

Your connection with House Jorasco likely dictates how (or if) you choose to conceal your activities as a nosomatic chirurgeon. Some chirurgeons remain respected members of the house, plying their dark trade in absolute secrecy. Some are excoriates, driven to the path of the nosomatic chirurgeon by the same compulsions that drove them from the house.

Whether you are bookish or take a more hands-on approach to your work, you maintain a level of detachment that makes you appear cold and stoic, especially compared to others of your race. Chirurgeons often cultivate skills of deception, to better blend in with their fellow halflings and divert unwanted attention.

Combat

Nosomatic chirurgeons disdain combat as a rule, and you have less interest in the art of war than in what warfare begets. When pressed to enter a fray, you are efficient, cold, and disturbingly merciless, having little fear of dying and even less fear of killing. You do not hesitate to send terrible plagues against those who assail you. The diseases you cultivate and bestow often work slowly, but you are far from useless in the short term. As long as you have magic to draw upon, your touch is deadly.

Advancement

As a nosomatic chirurgeon, you seek always to increase your understanding of illness and disease. If you remain within House Jorasco, your insights might grant you great respect from your fellow healers and house superiors—as long as they never suspect the source of your knowledge.

As you advance, focus on Heal and the Knowledge skills associated with your class. You might also want to keep up the social skills (such as Bluff and Sense Motive) required to pursue your studies in safety and security. Focus your feat selections on those that improve your skills, your spellcasting, or the power of your dragonmark.

Resources

If you are a part of House Jorasco, you have access to the resources described on page 38, and can expect to receive whatever assistance your work requires (within reason). This typically involves access to house facilities and laboratories, but can also involve grants of money and even access to organic specimens, both living and dead. Be warned, though—many nosomatic chirurgeons are exposed through their contacts within the house.

A chirurgeon who has fled Jorasco will likely find himself hunted by the house, but might seek a place with a criminal organization or assassin's guild. In particular, the aberrant House Tarkanan (page 158) is rumored to have more than a few Jorasco-excoriate chirurgeons in its ranks.

NOSOMATIC CHIRURGEONS IN THE WORLD

"Yes, yes, I've heard the rumors: 'The griffon's touch brings health, but beware its hidden claws,' and all that. But honestly, if Jorasco healers were in the habit of going mad and unleashing plague, wouldn't we have heard about it by now?"

—Bennit the Nose, loremaster of the Boromar Clan

As practitioners of a dark and dangerous art, nosomatic chirurgeons exist far outside even the criminal mainstream of Khorvaire. Each chirurgeon has a different story of what drove him or her to take up the path. Some seek purely intellectual fulfillment; others are driven to near madness in their quest to tame the powers of life and death.

Organization

As a class, nosomatic chirurgeons have no organization or contact with one another. The secrets that underlie the study of the chirurgeon's art are found in hidden notebooks and scribbled in the margins of ancient texts. All nosomatic chirurgeons take up the path in their own way, and only occasionally hear of others like themselves. If chirurgeons within Jorasco meet, they typically fear exposure and take appropriate action to silence each other. Outside the house, chirurgeons sometimes compete over access to a particular specimen, strain, or potential discovery. In either event, conflict between them is brutal and short.

NPC Reactions

Because a nosomatic chirurgeon's life is one of secrecy, they inspire the same reactions as their public personalities. Chirurgeons identified as such to a person who knows their reputation are treated indifferently at best. Those who hide within Jorasco are treated as any other house heir, but healers exposed as nosomatic chirurgeons inspire a hostile reaction among fellow house members, often to the point of violence.

NOSOMATIC CHIRURGEON LORE

Characters with ranks in Knowledge (arcana) or Knowledge (nature) can research nosomatic chirurgeons to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Not all in House Jorasco only heal.

DC 15: Some halflings who develop the Mark of Healing go mad after constant exposure to disease and death.

DC 20: Within Jorasco, a small number of healers learn to channel the power of their magic into dark explorations of entropy and disease. They call themselves nosomatic chirurgeons, and they can kill as easily as cure.

DC 30: Characters who achieve this level of success can learn important details about specific nosomatic chirurgeons in your campaign, including the areas where they operate and the kinds of activities they undertake.

NOSOMATIC CHIRURGEONS IN THE GAME

Nosomatic chirurgeons are a secretive class, and are therefore easy to work into a campaign. PCs in a chirurgeon's presence are typically given no reason to suspect anything out of the ordinary. Every dragonmarked Jorasco heir has the potential to be a nosomatic chirurgeon, whether a gifted healer craving to expand his knowledge, or an insane assassin seeking the power to slay with a touch.

For players who are drawn to dark characters, a nosomatic chirurgeon is an appealing choice. The path of the chirurgeon promises power, but for characters with a strong connection to House Jorasco, that power might come at a price.

Adaptation

A nosomatic chirurgeon functions in secrecy and isolation, and the class can easily be tied to the healing traditions of any non-Eberron campaign. In an Eberron game, perhaps the nosomatic chirurgeon tradition is not so reviled within House Jorasco as it seems. As a secret arm of the house, the chirurgeons could be Jorasco loyalists working in a special research division, harnessing the powers of plague for use as a weapon.

Sample Encounter

A character is likely to encounter a nosomatic chirurgeon in the course of his research. The PCs could be seeking a cure for a rare disease, possibly even interacting with a chirurgeon in his guise as a respected Jorasco healer. Characters who become the target of a rogue chirurgeon, or who are tasked with hunting down a chirurgeon on behalf of Jorasco, had best be wary.

EL 10: One of the most respected healers in House Jorasco today carries a dark secret. Garrett Thorngage d'Jorasco began his career boldly roaming the wilds of Khorvaire, bringing healing to those who hunted aberrations and even fouler creatures. From his observations of the extremes of magic, Garret sought to advance his knowledge of healing. For years, he has pursued the path of the nosomatic chirurgeon through his study of cryptic house lore and the pestilence of the frontier.

When encountered by the PCs, Garrett is in the process of tracking down the source of a particularly virulent infection ravaging the local population. However, he has grown paranoid of late, and might suspect that the party hunts him on Jorasco's orders.

Garrett Thorngage d'Jorasco — CR 10

Male halfling druid 5/dragonmark heir 1/ nosomatic chirurgeon 4
N Small humanoid
Init +3; **Senses** Listen +3, Spot +3
Languages Common, Druidic, Halfling, Sylvan

AC 22, touch 14, flat-footed 19; Dodge (+1 Size, +3 Dex, +7 armor, +1 shield)
hp 68 (10 HD)
Immune *contagion* spell
Fort +12, **Ref** +7, **Will** +13 (+15 against fear); +2 against supernatural and spell-like abilities of aberrations, +4 against spell-like abilities of fey, +4 against disease, +4 against nausea and effects that cause the sickened condition

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Speed 20 ft. (4 squares); woodland stride
Melee *+1 scimitar* +6/+1 (1d4/18–20)
Base Atk +6; **Grp** +1
Special Actions nosomatic touch, pestilential touch, plague bearer, spontaneous casting (*summon nature's ally* spells), wild shape 1/day (5 hours)
Druid Spells Prepared (CL 9th):
5th—*stoneskin*
4th—*dispel magic, nature's wrath* (DC 17)
3rd—*call lightning* (DC 16), *cure moderate wounds, remove disease, water breathing*

2nd—*bear's endurance, bull's strength, chill metal* (DC 15), *lesser restoration, zone of natural purity*
1st—*calm animals* (DC 14), cure *light wounds, jump, longstrider, speak with animals*
0—*cure minor wounds, detect magic, detect poison, light, read magic, resistance*

Spell-Like Abilities (CL 11th):
2/day—*cure light wounds*
1/day—*cure serious wounds*

Abilities Str 9, Dex 16, Con 14, Int 13, Wis 16, Cha 10
SQ animal companion (none at present), isolate pathogen, trackless step, house status +1, wild empathy + 4 (+0 magical beasts)
Feats Dodge, Favored in House, Gatekeeper Initiate, Least Dragonmark (Mark of Healing), Lesser Dragonmark (Mark of Healing)[B]
Skills Bluff +11, Concentration +10, Diplomacy +10, Disguise +0 (+2 to act in character), Heal +17, Intimidate +2, Jump +3, Knowledge (arcana) +7, Knowledge (nature) +13, Listen +3, Spot +3, Survival +13 (+15 in aboveground natural environments)
Possessions *+2 darkleaf breastplate,* darkleaf light shield, *+1 scimitar, amulet of health +2, boots of striding and springing*

Hook "You don't look at all well . . . "

Shadow Hunter

"All shadows must fall."

—Kaleth Shol, Phiarlan ghost

Those who know the secret work of the Houses of Shadow understand that Phiarlan and Thuranni have their forces of spies and assassins. However, some assignments demand more—a cunning soldier who attacks without mercy, then vanishes without a trace. The shadow hunter learns to use the power of his dragonmark in battle, but also begins to sense the presence of others who bear that mark—a gift that has become far more important since the Shadow Schism.

Becoming a Shadow Hunter

A shadow hunter is a warrior of his house, and must be familiar with the arts of battle as well as stealth. The ranger makes an ideal entry point for this class (especially the urban ranger variant class presented in *Unearthed Arcana*), but a fighter or swashbuckler (from *Complete Warrior*) can also qualify. A touch of rogue or swashbuckler can help a fighting character obtain the skills he needs, and sneak attack or insightful strike can become a potent weapon in a shadow hunter's arsenal.

Entry Requirements

Base Attack Bonus: +4.
Skills: Hide 4 ranks, Move Silently 4 ranks.
Feats: Least Dragonmark (Mark of Shadow—*darkness*).
Special: Must be proficient with martial weapons.

Class Features

As a shadow hunter, you learn to use your innate powers of darkness to both hide from and blind your foes. You also expand your senses, gaining the ability to see into the deepest shadows, and to sense the presence of others who possess your dragonmark.

The Shadow Hunter — Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Heir's mark, improved darkness
2nd	+2	+3	+3	+0	Deeper shadows, poison use, *shadow sense*
3rd	+3	+3	+3	+1	*Shadowblind*
4th	+4	+4	+4	+1	*Shadowsight*
5th	+5	+4	+4	+1	*Cloak of shadows*

Class Skills (6 + Int modifier per level): Bluff, Concentration, Craft, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Search, Sense Motive, Spot, Tumble, Use Rope.

Heir's Mark: Levels in the shadow hunter prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Improved Darkness (Ex): You can use the *darkness* power of the Mark of Shadow an additional number of times per day equal to your class level.

Deeper Shadows (Ex): From 2nd level on, when you use the *darkness* power of your dragonmark, you can expend a second use to enhance its power. This produces an effect identical to *deeper darkness* that lasts for 24 hours or until dismissed.

Poison Use (Ex): From 2nd level on, you are trained in the use of poison, and never risk harming yourself when applying poison to a weapon.

Shadow Sense (Sp): At 2nd level, you gain an uncanny ability to sense members of your bloodline. To activate this power, you expend one use of any of your dragonmark powers. Thereafter, for the duration of the effect, if you come within 30 feet of a character who possesses the Mark of Shadow, you can sense his location and the level of his mark.

This effect even allows you to pinpoint the location of invisible characters, although an invisible opponent still gains the benefits of concealment (20% miss chance). *Misdirection* is effective against your *shadow sense*, but you gain an insight bonus on your saving throw equal to your class level.

The duration of the effect is based on the strength of the dragonmark whose power you expend.

Dragonmark	Duration
Least	10 min./class level
Lesser	1 hour/class level
Greater	24 hours

Though it originally allowed allied shadow hunters to avoid accidentally attacking each other while fighting in magical darkness, this ability now allows shadow hunters to detect the presence of those of the opposing House of Shadow.

Shadowblind (Sp): At 3rd level, you learn to use darkness as a weapon, blinding your enemy within a cluster

of shadows. Using *shadowblind* is a standard action that provokes attacks of opportunity, and requires you to expend one use of your *darkness* power. Target a creature within 50 feet. That creature must make a Will save (DC 10 + your class level + your Cha modifier) or be blinded for 1 minute.

Shadowsight (Sp): At 4th level, you can call on the power of your dragonmark to pierce the deepest shadows. To activate this ability, you expend one use of any of your dragonmark powers. For the duration of the effect, you gain darkvision with a range of 60 feet, and can ignore the effects of *darkness* and *deeper darkness*. The duration of the effect is based on the strength of the dragonmark whose power you expend.

Dragonmark	Duration
Least	10 min./class level
Lesser	1 hour/class level
Greater	24 hours

Cloak of Shadows (Sp): At 5th level, you learn to wrap yourself in shadows, concealing yourself from your enemies. Using *cloak of shadows* is a swift action that does not provoke attacks of opportunity, and requires you to expend one use of your *darkness* power. You gain concealment (20% miss chance) for 1 minute per level, at the same caster level as your other dragonmark powers. In addition, you can use the Hide skill even while being observed.

PLAYING A SHADOW HUNTER

You are a warrior of the shadows, equal parts spy and soldier. Darkness is in your blood, and your world is a grim one. Enemies—rakshasas, doppelgangers, your own cousins from the opposing House of Shadow—lurk even in the brightest places, and you cannot lower your guard for an instant.

As a shadow hunter, you are an ideal agent for your house, but like all your kind, you must eventually decide whether you wish to fight for the noble elite or find your own path. You might not be able to avoid forming attachments to your adventuring companions, but you try to keep your emotions hidden whenever possible. You are a blade in the darkness, as hard and deadly as steel.

Combat

Though you are a more capable front-line fighter than the rogue or assassin, your gifts for stealth should not go to waste. Use your ability to move in the shadows to gain the first strike, and use poison when you can. Honor has no place in battle. All that matters is finishing the fight as swiftly and efficiently as possible.

Though you might not have the raw power to go up against a fighter blade to blade, *shadowblind* is an effective weapon against fighters and other characters with low Will saves. *Shadowsight* allows you to see through your own magical darkness, granting you a valuable edge over your enemies. Though a useful defense, the *cloak of shadows* is equally valuable as a tool for fleeing combat, since it allows you to hide in plain sight.

Advancement

The darkness within you has always been comfort and shelter, and you have taken cold satisfaction from every foe who has fallen to your blade. As a child of the Mark of Shadow, you learned of the order of shadow hunters at a young age and yearned to join their ranks. Now, you feel the power of your mark growing, ready to serve your house in the deadly game of shadows.

Shadow hunters most often choose to work with their houses, and your skills can earn you a valued place in your house hierarchy. Phiarlan and Thuranni elves take pleasure in serving on the front lines of their secret wars, but you are free to maintain your independence or sell your services on a case-by-case basis. Some shadow hunters fight against both Phiarlan and Thuranni as a Bloody Shadow (see Organization below).

As a shadow hunter, seek to balance your combat abilities with stealth and keen senses. You can ignore skills such as Tumble if you plan to wear heavy armor, but Spot and Listen are vital tools for seeking out your foes. Investing in the Lesser Dragonmark and Greater Dragonmark feats enhances your shadow powers, but combat feats can be equally valuable.

Resources

As a member of the Serpentine Table or the Shadow Network, you have access to the resources of your house described on pages 66 and 84 respectively. As a shadow hunter, you can also receive magical or mundane assistance, though your superiors expect a proper accounting of any items loaned to you at the end of the assignment. Provided you are in good standing with your house, you can acquire poison and magic items specifically related to your work from major house enclaves, at 10% off the normal price. In addition, if you reach 4th level and choose to work for your house, you can receive a permanent *Rary's telepathic bond* with a house handler, allowing you to receive orders in the field.

Shadow hunters are secret agents, and your identity will often be concealed even from other house members. As you serve the house, you will come to know other hunters through your work in the field. A shadow hunter will often help another hunter of the same house, provided it does not place his own mission at risk.

SHADOW HUNTERS IN THE WORLD

"So I've got my eye on the old Thuranni elf what's carrying the orb, but just as I'm making my approach, everything goes black as pitch. Steel rings out, bloody cries, and all as dark as night. When the light returns, my mark has his throat slit—along with two guards I hadn't even seen! Lucky for me that Bloody Shadow struck first. Luckier still, he left the orb behind."

—Kenton Del, master thief

Shadow hunters are soldiers in an invisible war, and few beyond the elven houses even know of their existence. Whether they serve the Serpentine Table, the Shadow Network, or their own purposes, shadow hunters are deadly opponents—hidden blades waiting for the moment to strike.

Though both assassins and shadow hunters are skilled in the arts of stealth, a shadow hunter is a better warrior, and shadow hunters have long been used on missions where a swift kill cannot be assured. Since the Shadow Schism, the hunter has played a new role: defending his house from the machinations of the opposing House of Shadow. The shadow hunters' talent for sensing those who possess the Mark of Shadow has proved vital in uncovering

infiltrators and spies, and they are more than capable of dealing with those they expose.

Organization

Shadow hunters aligned with the Serpentine Table or the Shadow Network fall into the standard hierarchy of those houses (see pages 66 and 84). Shadow hunters serve as both spies and warriors, and might be assigned to gather intelligence before or after a combat mission.

During the Shadow Schism, elves of the Paelion bloodline were betrayed by the Thuranni and, or so they think, the Phiarlan. Although most members of the family were killed, a few escaped and swore vengeance on both the Houses of Shadow. These elves have formed their own cabal of shadow hunters—the Bloody Shadows, orphans who seek personal vengeance against those who betrayed them.

In addition to the damage they do by exposing the schemes and secrets of the houses, their passion is to hunt agents of Phiarlan and Thuranni one by one, proving the superiority of their bloodline with poison and steel. As such, the Bloody Shadows pose a greater threat than the house on the other side of the schism, and Thuranni and Phiarlan shadow hunters are always searching for these lost elves. This path of vengeance is a viable option for a player character, but going up against the combined forces of two dragonmarked houses is not for the faint of heart.

NPC Reactions

Shadow hunters are a secret order. As such, characters outside the upper echelons of the Houses of Shadow react to a shadow hunter as they would to any other Phiarlan or Thuranni heir.

SHADOW HUNTER LORE

House Phiarlan and House Thuranni have gone to great lengths to conceal the existence of the shadow hunters from the public, Characters with ranks in Knowledge (nobility and royalty) might know something about these warriors. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. Members of House Phiarlan or Thuranni receive a +5 circumstance bonus on the skill check.

DC 10: Some elite agents are said to have mastery over the shadows.

DC 15: Shadow hunters learn to use darkness as a weapon, blinding opponents and using the shadows to evade enemy attacks.

DC 20: Shadow hunters are the soldiers in the ongoing struggle between House Thuranni and House Phiarlan, and they are trained to sense the presence of others who bear the Mark of Shadow.

DC 30: Characters who achieve this level of success can learn important details about shadow hunters in your campaign, including history, notable individuals, the areas in which they operate and the kinds of activities they undertake.

SHADOW HUNTERS IN THE GAME

Shadow hunters are active agents of their houses, sent into the world to observe and fight from the darkness. This is an excellent path for a PC who wants to serve his house, and a shadow hunter's assignments could easily serve as the basis of adventures for the whole party.

A shadow hunter must always be ready for battle. An assignment from his house could come at any time, as could an attack by the Bloody Shadows. Outside house assignments, shadow hunters actively search out the secrets hidden beneath the facade of daily life. Even relaxing in a tavern is an excuse to seek out rumors, whispered plots, and characters who are more than what they seem. A shadow hunter has little time or interest in leisure. Life is devoted to the great game of shadows, and the game never ends.

Adaptation

As written, the shadow hunters comprise competing orders within House Thuranni and House Phiarlan, but what if their tradition instead connects the two houses? As an independent group of house exiles, shadow hunters might seek to ensure that neither house gets the upper hand. Alternatively, their goal might be reunification—overcoming the conflict of the schism to forge a single House of Shadow once more.

The shadow hunter class could also be adapted for any character able to use *darkness* as a spell or a spell-like ability. A cabal of warrior-sorcerers or a tribe of drow in Xen'drik could both make use of this class.

Sample Encounter

As an NPC, a shadow hunter could be an enemy or an ally. If House Phiarlan or House Thuranni accepts a contract of assassination against the PCs, shadow

Kaleth Shol d'Phiarlan, a shadow hunter

hunters could be involved in the hit. Alternatively, a party could wind up caught between a shadow hunter and his targets in the Lords of Dust, the Aurum, or the Tyrants of Sharn.

EL 10: Kaleth Shol is one of the ghosts of the Serpentine Table. Though skilled with the sword and bow, he is also a master spy who excels at shadowing his prey through urban environments. As one of the top agents of House Phiarlan, Kaleth is deployed only in critical situations, but PCs who unwittingly stumble into a delicate Phiarlan operation will find themselves on the wrong side of the shadow hunter's wrath.

Kaleth Shol d'Phiarlan — CR 10

Male elf rogue 3/urban ranger* 2/shadow hunter 5

* See *Unearthed Arcana*

NE Medium humanoid

Init +4; **Senses** low-light vision; Listen +10, Spot +14

Languages Common, Elven, Gnome

AC 23, touch 15, flat-footed 19; +1 against traps (+4 Dex, +6 armor, +2 shield, +1 deflection)

hp 55 (10 HD)

Immune sleep

Resist evasion

Fort +11, **Ref** +16 (+17 against traps), **Will** +4 (+6 against enchantments)

Speed 30 ft. (6 squares)

Melee *+1 longsword* +12/+7 (1d8+3/19–20)

Ranged *+1 composite longbow* +14/+9 (1d8+3/×3) or

Ranged *+1 composite longbow* +12/+12/+7 (1d8+3/×3) with Rapid Shot

Base Atk +9; **Grp** +11

Atk Options Combat Expertise, favored enemy elves +2, sneak attack +2d6

Special Actions cloak of shadows, deeper shadows, shadow sense, shadowblind (ranged touch +13, DC 15), shadowsight

Spell-Like Abilities (CL 15th):

8/day—*darkness*

2/day—*shadow conjuration* (DC 14)

1/day—*prying eyes*

Combat Gear *wand of cure light wounds* (25 charges), *potion of invisibility*, *potion of shield*, thunderstone, tanglefoot bag, 2 doses of Large scorpion venom (DC 18, 1d6 Str/1d6 Str), 2 doses of black adder venom (DC 11, 1d6 Con/1d6 Con)

Abilities Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 10

SQ able to notice secret or concealed doors, poison use, trap-finding, wild empathy +1 (–3 magical beasts)

Feats Combat Expertise, Greater Dragonmark (Mark of Shadow), Least Dragonmark (Mark of Shadow), Lesser Dragonmark (Mark of Shadow), Rapid Shot[B], Urban Tracking[B]

Skills Balance +4, Disguise +10, Escape Artist +9, Gather Information +16, Hide +15, Jump +2, Knowledge (local) +8, Listen +10, Move Silently +14, Open Lock +7, Search +15, Spot +14, Tumble +12, Use Rope +4 (+6 involving bindings)

Possessions combat gear plus *+1 darkleaf breastplate*, *+1 buckler*, *ring of protection +1*, *+1 composite longbow* (+2 Str bonus) with 20 arrows, *+1 longsword*, *darkweave cloak of resistance +2*, *hat of disguise*, masterwork thieves' tools

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Hook "Darkness is coming."

Silver Key

" 'Impenetrable,' eh? If I had me a fistful of silver for every time I heard that before . . . "

—Batwigg the Vole, silver key

House Kundarak is known across Khorvaire for its command of the Mark of Warding. Merchants and nobles gladly pay large sums for Kundarak security, but few ever meet the quiet experts behind that security. This elite house branch is called the Keyguard, and its members are the silver keys. As well as designing defenses, a silver key's primary job is to test them—intentionally trying to bypass guards, wards, and locks (House Kundarak's or otherwise) at the request of those whose valuables are secured behind them.

Becoming a Silver Key

A silver key is a master of stealth and security, and an expert at getting into and out of tight places. Only a dwarf with support from the house can ever become a silver key, and though the path is best suited to rogues, any dedicated character who meets the requirements can receive the needed training.

Entry Requirements

Race: Dwarf.

Skills: Disable Device 4 ranks, Hide 4 ranks, Knowledge (architecture and engineering) 4 ranks, Open Lock 4 ranks.

Feats: Dodge.

Special: Must be a member of House Kundarak.

Special: Trap sense +1.

The Silver Key — Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Armored abjuration, heir's mark, trap master +1, warder's keys, wardsense
2nd	+1	+0	+3	+3	Crafty hands
3rd	+2	+1	+3	+3	*Invisibility*
4th	+3	+1	+4	+4	Trap master +2
5th	+3	+1	+4	+4	Sly soul
6th	+4	+2	+5	+5	Cunning body
7th	+5	+2	+5	+5	Trap master +3
8th	+6	+2	+6	+6	Slippery mind
9th	+6	+3	+7	+6	Veiled spirit
10th	+7	+3	+7	+7	Master of doors, trap master +4

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft (trapmaking), Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (arcana), Knowledge (architecture and engineering), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Tumble, and Use Magic Device.

CLASS FEATURES

Silver keys gain class abilities focused on stealth, self-sufficiency, and the ability to foil the best security money can buy. A silver key is not trained in the use of spells and needs no dragonmark to perform his duties. However, he is familiar with how magic is used in security protocols, and is able to eventually overcome its effects.

Armored Abjuration: Silver keys who are also arcane spellcasters can cast spells of the abjuration school while wearing light armor without incurring the normal chance for arcane spell failure. Like other arcane spellcasters, however, a silver key wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Heir's Mark: Levels in the silver key prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark (if any). You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Trap Master (Ex): You gain a +1 insight bonus on Disable Device, Search, and Spellcraft checks, but only when pertaining specifically to traps, wards, and other security measures. This bonus rises by +1 every three levels thereafter (so +2 at 4th, +3 at 7th, and +4 at 10th).

Warder's Keys: As you take your first steps along the silver key path, you receive a special set of tools known as warder's keys. This masterwork set of picks, pry bars, hand hammers, hooks, saws, and skeleton keys is fashioned of a silver alloy refined so as to maintain its purity and hardness. The tools are held in a special lead-lined pouch designed to be strapped to the body beneath a tunic or cloak. Your warder's keys are thus almost impossible to either detect or remove. A set of warder's keys provides a +2 circumstance bonus on Craft (trapmaking), Disable Device, and Open Lock checks, and on Search checks made to find traps. Warder's keys also provide a +2 competence bonus on Open Lock checks and Disable Device checks (which stacks with the +2 circumstance bonus).

An undamaged set of warder's keys is worth 1,000 gp, but silver keys are forbidden from selling them and losing a set is cause for disgrace. House Kundarak makes operatives purchase their second and subsequent sets of warder's keys at a cost of 1,200 gp. A silver key working within the house who chooses to go without a set of warder's keys can expect to receive precious few assignments.

Wardsense (Ex): You can use the Search skill to locate traps with a DC higher than 20, and you can use Disable Device to bypass a trap or disarm magic traps. (See the trapfinding rogue class feature, *PH* 50.)

If you already have the trapfinding ability, you instead gain a +2 bonus on Disable Device, Search, and Spellcraft checks involving traps.

Your wardsense also allows you to use the Spellcraft skill to identify magic traps and wards within 60 feet as if you had cast *detect magic* or *read magic*. The DC of the Spellcraft check is increased by 2 over what it would be when using the appropriate spell.

For example, you can use Spellcraft to identify a *glyph of warding* or *symbol* without first casting *read magic*, but at DCs of 15 and 21 instead of 13 and 19, respectively. You can also discern the school of magic in a magic trap or ward without first casting *detect magic,* at a DC of 17 + spell level.

Wardsense does not grant you the ability to automatically detect magic traps or wards. You cannot use this ability for any purpose other than identifying magic traps and wards.

Crafty Hands (Su): At 2nd level, you develop the ability to manipulate mechanical devices with your mind, allowing you to make Open Lock and Disable Device checks at a distance of up to 60 feet. Activating this ability is a move action, after which you make the appropriate check as normal. You can move and manipulate objects weighing up to 5 pounds (including your warder's keys), allowing you to use any bonuses that such objects add to your checks. However, you cannot manipulate those objects in any other way (such as hurling them at a foe).

If you are distracted while making an Open Lock or Disable Device check at a distance, you must make a Concentration check as normal. On a failed check, you must use another move action to reactivate this ability.

Invisibility (Sp): At 3rd level, you learn how to turn invisible as the *invisibility* spell; once/day; caster level equals character level.

If you possess a Mark of Warding, you can expend one use of any of your dragonmark powers to gain an additional use of this ability.

Sly Soul (Ex): Upon reaching 5th level, a permanent strengthening of your spirit grants you spell resistance 15 + silver key level.

Cunning Body (Su): By 6th level, a silver key's form has developed the ability to adapt to a number of dangerous environments:

- If submerged in liquid, you automatically activate a *water breathing* effect.
- If you fall more than 5 feet, you automatically activate a *feather fall* effect.
- If you are paralyzed, you automatically activate a *remove paralysis* effect.

You cannot extend the benefit of this ability to any other creature, nor can you voluntarily activate these effects except under the stated conditions. Each effect can be invoked once per day. Your caster level for these effects is equal to your silver key level.

If you possess a lesser or greater Mark of Warding, you gain one additional use of any of these effects by expending one use of a lesser or greater dragonmark power as an immediate action.

Slippery Mind (Ex): Upon reaching 8th level, if you fail a save against a mind-affecting effect, you can attempt the save again 1 round later at the same DC. If this second save also fails and you possess a greater Mark of Warding, you can make a third saving throw 1 round later by expending one use of a greater dragonmark power.

Veiled Spirit (Su): At 9th level, you gain a +2 bonus on all Hide checks, and become highly resistant to attempts to espy you or divine your location through scrying or other magical means. You gain a +4 bonus on Will saves made to resist divination effects.

Master of Doors (Su): At 10th level, you have reached the pinnacle of a silver key's prowess, this potent ability allows you to make use of any magic door or portal you come across as though you had the specific ability to

do so. In particular, you can bypass *arcane lock* spells as though you yourself had cast them, ignore *glyphs of warding* as though you knew the password (even glyphs that have no password), and bypass the magic of a *hold portal* as though you could cast *knock* at will.

Your power even extends to portals created or maintained by magic. You can follow another character through a *phase door*, and can enter a *Mordenkainen's magnificent mansion*, a *dragonmark demesne* (see page 149), and similar structures regardless of whether the caster designated you as one of the creatures able to enter.

This ability does not confer any advantage when dealing with mundane locks or doors.

Playing a Silver Key

You might know a few martial tricks from before you joined the keys, but the majority of your learning since then has centered on how to avoid danger, not tackle it head on. You are largely self-sufficient (at least while carrying out a job). When you do surround yourself with allies, you appreciate the help they offer but can easily grow weary of their inability to keep up with you.

Before the end of the Last War, most silver keys stayed in the service of House Kundarak their whole lives. With the advent of the new age of exploration, many keys take their leave of the house to embark on adventuring careers, and whether you remain a Kundarak agent or go independent, you know the house will respect your choice. In the end, new recruits for the keys can always be found, and rumors of a group of elite break-and-enter specialists spreading across Khorvaire makes an effective selling tool for Kundarak security.

Combat

Your strengths are stealth and security expertise, and using those strengths to avoid potentially lethal situations is your specialty. When melee becomes inescapable, you rely on your cunning and your good saving throws. If all else fails, do not hesitate to use your skills to abandon the fight entirely. After all, a clean getaway always promises another chance to test yourself.

Batwigg the Vole, a silver key

WM

Advancement

Only loyal dwarves of House Kundarak are ever inducted into the ranks of the silver keys, but deep involvement in house affairs is optional. Any house heir who has proven himself capable and loyal stands a good chance of being accepted. Much of the business the house receives goes out to the keys, since even magical warding operations are typically undertaken after a key has done the preliminary mechanical work.

As a silver key, you undergo permanent supernatural alterations to your mind, spirit, and body. As such, the path is neither quick nor easy. When you gain levels, try to focus on the primary tools of your trade: Craft (trapmaking), Disable Device, Hide, Knowledge (architecture and engineering), Open Lock, Search, and Spellcraft. Focus your feat selections in ways that increase either your Armor Class or mobility, or that improve your class skills even further.

Resources

All silver keys have the resources of House Kundarak at their disposal as described on page 42, but the house prefers to see keys operating with some measure of self-sufficiency. As such, the house frowns upon being asked for assistance once a job is assigned.

In the rare cases when Kundarak sends a key on a specifically illegal mission, the house has a policy of publicly disavowing all knowledge of his activities if he is caught. Since all keys know this, they are always prepared to be cut loose at the worst possible moment. This tends to make keys even more determined to excel at what they do.

Silver Keys in the World

"The locks and wards are still intact, lord. The sentries were in place and heard no sound, but the scriptorium has been breached all the same."

—Eladria d'Thuranni, ex-chamberlain of the Thuranni enclave in Regalport

Integrating the silver keys into a campaign is easily done. House Kundarak has operations, allies, or both in almost every civilized part of Khorvaire, and expands further with each passing year. Nearly any member of House Kundarak could be a key. Some keys possess dragonmarks, but many do not. Typically, the keys go where the action is, and all Khorvaire's urban centers feature a smoothly running network whereby the house can accept jobs and have keys out in the field as quickly as the next day. The more active an area, the more keys can work it, and places such as Sharn and Wroat are goldmines for keys who are good at what they do.

Organization

The silver keys exist apart from House Kundarak hierarchy, but ultimately mirror it. Given the nature of their work, keys who bear the Mark of Warding hold special status. As a result, high-profile assignments are often handed out to those

with dragonmarks, though these are not necessarily the most lucrative jobs.

Within the keys, this status quo is accepted with grace. Silver keys without dragonmarks enjoy greater respect within the house than other unmarked heirs, and in many cases are happy to avoid the Kundarak politics that often ensnare the dragonmarked. In general, silver keys do not compete against one another, and there is always more demand for their services than can be met.

NPC Reactions

Political and financial allies of House Kundarak greet silver keys warmly, starting with a friendly attitude. Enemies and house rivals are initially unfriendly. Since few others know of the silver keys or what they do, individual keys receive the same reaction as any other Kundarak heir of the same level and status.

Silver Key Lore

Characters with ranks in Knowledge (architecture and engineering) or Knowledge (nobility and royalty) can research the silver keys to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: House Kundarak's security experts design and build wards, traps, and vaults, but claim the house sells no protection that it doesn't also know how to defeat.

DC 15: The silver keys are masters at getting into and out of even the most secure facilities. Kundarak uses them to test house security and the security they sell to others, improving it by determining how it can be broken.

DC 20: Silver keys are not strictly tied to the house hierarchy, so many silver keys become independent at some point. Their skills at passing doors and traps are impressive, and they are said to be invisible to magical scrutiny as well.

DC 30: Characters who achieve this level of success can learn important details about specific silver keys in your campaign, including the areas where they operate and the kinds of activities they undertake.

Silver Keys in the Game

The silver keys can be easily worked into an ongoing campaign, typically by revealing that an existing Kundarak NPC has secret ties to the Keyguard of the house. Alternatively, PCs could be introduced to the silver keys when developing ties with House Kundarak for the first time.

A player who enjoys stealthy characters or skill-heavy builds might be drawn to play a silver key. Although their default purpose is to help test and improve security protocols, independent keys have become spies, scouts, and diplomats. On the other hand, an excoriate silver key could be the head of a thieves' guild, training new keys to undermine House Kundarak's security business.

Adaptation

Though the silver keys are a branch of House Kundarak, associating them with a different mercantile organization, a thieves' guild, or even a law enforcement agency makes it possible to use the class in almost any game. Alternatively, the keys might be associated with a cult or religious sect that reveres a god of stealth or rogues. In this case, tailor the flavor of the class's abilities to reflect characters' growing bonds with their patron deity.

Because this class has no dragonmark prerequisite, it can easily be modified to admit characters of other races. On the other hand, adding a dragonmark prerequisite makes it more exclusive, and ties the class's abilities to the powers of the Mark of Warding.

Sample Encounter

Often, characters who meet a silver key never realize it. PCs who encounter a key in the course of his duties might have been hired as security for a facility or stronghold the key is "testing." Alternatively, the PCs might meet a silver key in a social setting, perhaps a function hosted by House Kundarak.

EL 9: Though many keys are genuine Kundarak nobility, trained for years by the house, the dwarf known as "The Vole" is an exception. Batwigg's talents as a thief were on the verge of earning him a one-way trip to the prison of the Citadel in Sharn when the house quietly snatched him up, setting him on the path to becoming a silver key. The PCs can encounter him in any location where his presence is unexpected, at which point he attempts to flee. If cornered, the Vole reverts to his street instincts and defends himself with almost animal savagery.

Batwigg the Vole — CR 9

Male dwarf rogue 6/silver key 3
N Medium humanoid
Init +7; **Senses** darkvision 60 ft., Listen +2, Spot +2
Languages Common, Dwarven, Undercommon

AC 18, touch 13, flat-footed 15; Dodge, uncanny dodge, +2 against traps, +4 against giants
(+3 Dex, +5 armor)
hp 52 (9 HD)
Resist evasion, stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +11 (+13 against traps), **Will** +7; +2 on saves against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee *+1 dagger* +10/+5 (1d4+1/19–20)
Ranged light crossbow +9/+4 (1d8/19–20)
Base Atk +6; **Grp** +6
Atk Options sneak attack +3d6, +1 on attacks against orcs and goblinoids
Spell-Like Abilities:
1/day—*invisibility* (CL 9th), *misdirection* (DC 11, CL 4th)

Abilities Str 10, Dex 17, Con 14, Int 13, Wis 14, Cha 8
SQ crafty hands, stonecunning (*PH* 15), trapfinding, wardsense
Feats Dodge, Improved Initiative, Least Dragonmark (Mark of Warding), Weapon Finesse
Skills Appraise +1 (+3 metal or stone), Balance +15, Climb +12, Craft (trapmaking) +13 (+15 metal or stone), Disable Device +13 (+16 traps), Escape Artist +11, Hide +7, Knowledge (architecture and engineering) +13, Listen +2, Open Lock +15, Search +15 (+17 secret doors, +18 traps), Spellcraft +7 (+10 traps), Spot +2, Use Rope +3 (+5 involving bindings)
Possessions *+2 studded leather,* light crossbow with 20 bolts, *+1 dagger, gloves of Dexterity +2, Heward's handy haversack,* warder's keys

Hook Batwigg rarely speaks, and his nose twitches noticeably when others actively observe him.

Storm Sentry

"Fear the fury of the storm!"

—Malena d'Lyrandar of the *Mistral*

Members of House Lyrandar call the wind to fill the sails of merchant vessels or summon gentle rain for farmers in need. However, the Mark of Storm is aptly named, and its heirs control a powerful and deadly force of nature. The storm sentry is a colorful warrior who masters the martial applications of her dragonmark, blasting her enemies with terrible winds and charging her weapons with crackling lightning. Woe to the Lhazaar pirate who tries his luck against a Lyrandar vessel only to find a storm sentry on board.

Becoming a Storm Sentry

A storm sentry is a soldier first and foremost, and must be a capable combatant. At the same time, she must also be able to move with the wind, and to feel it flowing around her. The swashbuckler (from *Complete Warrior*) is the best-suited class to proceed to storm sentry, but any swift, lightly armored soldier can successfully take up this path. Though it is not a requirement, storm sentrys tend toward chaotic alignments, and many are as restless and changeable as the storm whose power they summon.

Entry Requirements

Base Attack Bonus: +4.
Skills: Balance 4 ranks, Tumble 4 ranks.
Feats: Least Dragonmark (Mark of Storm—*gust of wind*).

The Storm Sentry Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Heir's mark, improved gust, *wind's embrace*
2nd	+2	+3	+3	+0	*Lyrandar's shield*, powerful winds
3rd	+3	+3	+3	+1	*Lyrandar's fist*
4th	+4	+4	+4	+1	Storm strike
5th	+5	+4	+4	+1	Gale force

Class Skills (4 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Escape Artist, Intimidate, Jump, Knowledge (nobility and royalty), Profession, Swim, Tumble, Use Rope.

Class Features

The storm is your weapon and shield. As you master your dragonmark, you learn to smash your enemies with mighty gales, or to call on the wind to protect you from harm.

Heir's Mark: Levels in the storm sentry prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Improved Gust (Ex): You can use the *gust of wind* power of the Mark of Storm an additional number of times per day equal to your class level.

Wind's Embrace (Sp): You can expend one use of any of your dragonmark powers to use *feather fall* as a spell-like ability, at the same caster level as your other dragonmark powers. This is a swift action that does not provoke attacks of opportunity.

Lyrandar's Shield (Sp): From 2nd level on, you can expend one use of a least dragonmark power to use *shield* as a spell-like ability, at the same caster level as your other dragonmark powers. If you instead expend one use of a lesser or greater dragonmark power, the duration of the effect is extended to 10 minutes per level.

Powerful Winds (Ex): Beginning at 2nd Level, you add your class level to the saving throw DC of the *gust of wind* and *wind wall* powers of the Mark of Storm.

Lyrandar's Fist (Sp): From 3rd level on, you can target a single creature with an intense blast of wind by expending one use of any of your dragonmark powers as a standard action. This ability has a range of 25 feet + 5 feet per class level, and is resolved as a bull rush attack made by a Medium creature. The effective Strength modifier on the bull rush attack is based on the strength of the dragonmark whose power you expend.

Dragonmark	Strength Modifier
Least	+4
Lesser	+8
Greater	+16

If you win the opposed Strength check, the target is forced back 5 feet plus an additional 5 feet for every 5 points by which your check result is greater than the defender's. Using Lyrandar's fist is a standard action that does not provoke attacks of opportunity.

Storm Strike (Su): At 4th level, you learn to expend one use of any of your dragonmark powers to charge your current melee or ranged weapon (but not thrown weapons or ammunition) with the energy of the storm. This is a swift action that does not provoke attacks of opportunity.

If you expend one use of a least mark power, this duplicates the effect of the *shocking* weapon special ability. If you expend one use of a lesser or greater mark power, the effect is that of *shocking burst*. A ranged weapon with these abilities bestows the ability on its ammunition, as normal. The effect lasts for 1 round per dragonmark power caster level, or until the weapon leaves your hand. This ability cannot be used on natural weapons, though a monk's unarmed strike is considered a manufactured weapon as normal.

Gale Force (Ex): At 5th level, you can generate a more intense blast of wind when using your *gust of wind* power. You treat all targets in the path of the gust as if they were one size category smaller, so that Medium creatures can be knocked down, while Small creatures can be sent flying.

Playing a Storm Sentry

You feel the storm within your soul, and you revel in unleashing its power. Whenever possible, you prefer to be out on the open seas or on the deck of an airship, where you can feel the wind flowing around you. Most

storm sentries are wild and carefree, following the wind and seizing each new opportunity it offers. Exceptions abound, however, and more than a few of your fellows are as dour and grim as the blackest thunderstorm.

As a storm sentry, decide whether you want to join the Sheltering Storm (see Organization, below) or if you prefer to follow your own path. House Lyrandar recognizes the value of your skills, and might pressure you to join one of the house arms. Though the viceroys respect any decision to remain independent, you might find your access to the standard benefits of house membership restricted. After all, if you are going to benefit from your birth, it is only fair that your family expect something in return.

Combat

Storm sentries love to dive into the thick of combat. Tumble lets you dance between your enemies, while storm strike adds deadly force to your attacks. *Lyrandar's shield* offers the defensive benefits of a tower shield while leaving your hands free, so two-weapon fighting or specialization with a double weapon are good tactics for you. You can use storm strike on multiple weapons (or both ends of a double weapon), but at the expense of multiple uses of your dragonmark powers.

Though melee combat is exhilarating, you can also be an effective archer. *Lyrandar's shield* protects you even while you use a bow, and *Lyrandar's fist* and gale force *gusts of wind* let you drive back opponents who get too close. The wind's power also lets you take advantage of your surroundings. More than a few pirates have been blasted overboard by a storm sentry who has them outmaneuvered.

Advancement

The gifts of a storm sentry come only from within. The least Mark of Storm symbolizes your potential, but only time will tell how your power will grow. Once it becomes clear that you have the makings of a storm sentry, House Lyrandar will be eager to take advantage of your skills. If you agree to work with the Sheltering Storm, other storm sentries help you develop your gifts. If you wish to walk alone, you must find your own path to power.

Though the abilities of this class can be used by characters in armor, the skills and prerequisites lend themselves to a more mobile style of combat. If you follow this path, devote skill points to Tumble, and consider feats such as Combat Expertise, Dodge, and Mobility. Beyond combat, members of the Sheltering Storm help maintain order aboard Lyrandar ships. A few ranks in Balance, Climb, Swim, and Profession (sailor) can make life at sea easier, while Intimidate and Bluff can help keep a crew under control.

Resources

Storm sentries feel a strong sense of camaraderie toward one another. Unless you develop an especially infamous reputation, other storm sentries have a friendly reaction toward you, often willing to swap stories or lend a hand. If you are in the Sheltering Storm, you can request any sort of magic or mundane equipment the house deems necessary to accomplish a particular task. House elders keep a strict accounting of this gear, however, and expect to have all equipment returned intact.

Malena d'Lyrandar, a storm sentry

As a member of your house, you have access to the resources described on page 48. If you are an active member in good standing with the Sheltering Storm, you receive a +1 bonus on favor checks you make with the Favored in House feat.

STORM SENTRIES IN THE WORLD

"After the orb payday, I staked a little operation running protection on aristos in Sharn. Easy money, no risks, right? Sure, up until that skinny half-elf heir we try to put the touch on sends a windstorm that blows me right off the bridge to Dragon Towers!"

—Kenton Del, retired thief

Storm sentries are the elite warriors of the House of Storm. In the past, they have defended Lyrandar interests from enemies of the house, but some say that the numbers of storm sentries are growing—and that they seek a more active role in shaping Lyrandar's future. The boundless energy of the storm drives the storm sentries. One might be as pleasant as a spring breeze while another is

loud and blustering, but both make their presence felt wherever they go.

Sentries working for the Sheltering Storm are often assigned to protect Lyrandar ships carrying important cargo and passengers or vessels traveling especially dangerous routes. Recently, the house has begun to partner storm sentries with windwright captains (a prestige class described in *Explorer's Handbook*) for the most dangerous voyages. Though a storm sentry is largely present to provide security, sentries with ranks in Perform can help entertain passengers. If a storm sentry possesses the *wind's favor* power of the lesser Mark of Storm, she can even assist the captain at the helm.

Organization

Most storm sentries belong to a loose alliance called the Sheltering Storm, which works to protect the vessels of the Windwrights Guild from piracy and other threats. However, rumors constantly circulate of a secret order of house enforcers known as the Lightning Strike—monks and scouts (from *Complete Adventurer*) who combine the power of the storm sentry with the arts of stealth.

Sentries in the Sheltering Storm often have semi-permanent positions on specific ships, with important cargo assigned according to the sentry guarding it. The Sheltering Storm maintains a small training facility on the island of Stormhome, but storm sentries more often use general house enclaves and Windwrights Guild facilities.

NPC Reactions

Storm sentries are dashing and flamboyant, and their rarity makes them stand out all the more. The common folk react to a storm sentry as they would to any respected heir of House Lyrandar, while members of the house are especially respectful of the class's skills and dedication.

STORM SENTRY LORE

Characters with ranks in Knowledge (nobility and royalty) can research House Lyrandar to learn more about the storm sentries. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The storm sentries of House Lyrandar learn to call on the winds to gain an edge in battle.

DC 15: A storm sentry can wrap herself in a shielding wind, blast an enemy with a mighty gale, and charge her weapons with the power of lightning.

DC 20: There are rumors that House Lyrandar maintains a secret strike force of storm sentries used in covert operations. This order is supposedly called the Lightning Strike.

DC 30: Characters who achieve this level of success can learn important details about storm sentries in your campaign, including history, notable individuals, the areas in which they operate and the kinds of activities they undertake.

STORM SENTRIES IN THE GAME

Storm sentries are an essential component of House Lyrandar's security operations, but are rare enough that PCs might never have met one. If an adventurer becomes a storm sentry and wants to work with the house, the Lyrandar viceroys might pair him with a windwright captain. This can provide a party with transportation and the freedom to choose assignments, with the oath to serve Lyrandar offering adventure hooks in abundance.

Adaptation

In a non-Eberron campaign, the storm sentry could be a magic-oriented combat class, or an order of specialist fighters serving aboard the ships of a naval kingdom. Simply add a prerequisite feat to replace Least Dragonmark, then give the class the ability to use *gust of wind* as a spell-like ability a number of times per day equal to class level.

In an EBERRON game, storm sentries could be a secret order entirely contained within the Lightning Strike. As special operatives, sentries sacrifice social skills for stealth, replacing Bluff and Intimidate for Hide and Move Silently.

Sample Encounter

Adventurers can encounter storm sentries any time they ride a Lyrandar vessel, especially an airship or elemental galleon. If the Lightning Strike exists, PCs might get caught up in a house security operation, or could be targeted (inadvertently or otherwise) by storm sentries themselves.

EL 9: Malena d'Lyrandar is a storm sentry of the Sheltering Storm. She is currently assigned to the *Mistral*, an airship commanded by captain Suren d'Lyrandar (N male half-elf expert 6/artificer 1/windwright captain 2). A party of adventurers might seek to charter the *Mistral*, or the PCs could encounter Malena off the ship in an exotic port of call. The storm sentry is impetuous and impulsive, and the PCs could easily find themselves in the middle of a brawl when Malena unleashes a *gust of wind* in a Stormreach tavern.

MALENA D'LYRANDAR **CR 9**

Female half-elf fighter 2/swashbuckler 3/storm sentry 4
CN Medium humanoid (elf)
Init +5; **Senses** low-light vision, Listen +0, Spot +0
Languages Common, Elven, Gnome, Riedran

AC 21, touch 16, flat-footed 16
(+5 Dex, +5 armor, +1 deflection)
hp 54 (9 HD)
Immune sleep
Fort +11, **Ref** +12, **Will** +2 (+4 against enchantments)

Speed 30 ft. (6 squares)
Melee *+1 rapier* +15/+10 (1d6+2/15–20) or
Melee *+1 rapier* +13/+8 (1d6+2/15–20)
and mwk short sword +13 (1d6+1/19–20)
Ranged mwk composite longbow +15/+10 (1d8+1/×3)
Base Atk +9; **Grp** +10
Atk Options Blind-Fight, Combat Expertise, insightful strike, storm strike
Special Actions Lyrandar's fist, Lyrandar's shield, wind's embrace
Combat Gear 2 *potions of cure moderate wounds*
Spell-Like Abilities (CL 10th):
6/day—*gust of wind* (DC 17)
1/day—*wind's favor*

Abilities Str 12, Dex 20, Con 10, Int 14, Wis 8, Cha 12

Feats Blind-Flight, Combat Expertise, Improved Critical (rapier), Least Dragonmark (Mark of Storm), Lesser Dragonmark (Mark of Storm), Two-Weapon Fighting, Weapon Finesse[B]

Skills Balance +16, Bluff +9, Climb +5, Diplomacy +16, Disguise +1 (+3 to act in character), Gather Information +3, Jump +10, Knowledge (nobility and royalty) +7, Listen +0, Profession (sailor) +5, Search +3, Sense Motive +4, Spot +0, Swim +8, Tumble +15

Possessions combat gear plus *+1 mithral chain shirt*, *ring of protection +1*, *+1 rapier*, masterwork short sword, masterwork composite longbow (+1 Str bonus) with 20 arrows, *gloves of Dexterity +2*, *glamerweave cloak of resistance* +1

Hook "I follow the wind, and the wind follows me."

Unbound Scroll

"You're quite the sight, with your polished armor and your fearsome sword. But I'll wager I can reduce you to ashes with just five words. Care to put it to the test?"

—Syla Syrralan d'Sivis, an unbound scroll

Few soldiers envy the gnomes of House Sivis. *Arcane mark* is the tool of a notary, not the weapon of a knight—except in a world of magic, where words can be weapons. An unbound scroll is a member of an elite order within House Sivis, and a mystic warrior drawing on the power of her dragonmark to unleash destruction with a word.

Becoming an Unbound Scroll

Unbound scrolls are drawn from the most gifted artificers and wizards of House Sivis, though a few exceptional magewrights have made their way into the order. An unbound scroll must possess the Mark of Scribing and a keen insight into the process used to create scrolls. The techniques used by unbound scrolls are a carefully guarded secret, and cannot be learned without training from a current member of the order.

Entry Requirements

Skills: Profession (scribe) 4 ranks.

Feats: Least Dragonmark (Mark of Scribing—*arcane mark*), Scribe Scroll.

Spellcasting: Ability to prepare 3rd-level arcane spells or imbue 3rd-level infusions.

Special: Must have performed a task specified by the Viceroy of the Ninth College.

The Ninth College (the order of the unbound scrolls) includes the greatest arcanists of House Sivis. Its members spend much of their time crafting scrolls and other magic items on behalf of the house.

Class Features

As an unbound scroll, you learn to unlock the full potential of magical writing. By drawing on your dragonmark, you can enhance the power of scrolls in a number of different ways.

Spellcasting: At each level except 3rd, you gain new spells or infusions per day and an increase in caster level (and spells or infusions known, if applicable) as if you had also gained a level in an arcane spellcasting class or infusing class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one applicable class before becoming an unbound scroll, you must decide to which class to add each level for the purpose of determining spells or infusions per day, caster level, and spells or infusions known.

Heir's Mark: Levels in the unbound scroll prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark. You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Master Scribe (Ex): When you use Scribe Scroll, reduce the gp and XP costs by 5% for each level in this class. These bonuses stack with those of Legendary Artisan and Extraordinary Artisan, so that a 5th-level unbound scroll with the Legendary Artisan feat reduces the XP cost of scroll creation by 50%.

Scroll Mastery (Ex): As an unbound scroll, you gain a bonus equal to your class level on Use Magic Device checks made to activate scrolls.

Improved Arcane Mark (Ex): From 2nd level on, you can use the *arcane mark* power of the Mark of Scribing an additional number of times per day equal to your class level.

Strong Words (Su): From 2nd level on, you can expend one use of any of your dragonmark powers as a swift action to increase the caster level of a scroll you activate, to a maximum of 2 + character level. The increase is based on the strength of the dragonmark whose power you expend.

Dragonmark	Caster Level
Least	+2
Lesser	+3
Greater	+4

Metamagic Scroll (Su): From 3rd level on, you can expend one use of any of your dragonmark powers as a swift action to apply a single metamagic feat that you know to a scroll you activate. You cannot combine this ability with the *metamagic scroll* infusion (*Magic of Eberron* 99) or similar effects. You are limited in the feats you can apply by level modifier, based on the strength of the dragonmark whose power you expend.

Dragonmark	Metamagic Level Modifier
Least	+2 levels
Lesser	+3 levels
Greater	+4 levels

Charged Words (Su): At 4th level, you learn to charge a scroll with mystical energy. When you activate a scroll, you can expend one use of any of your dragonmark powers as a swift action to increase the saving throw DC of the spell. The amount of the bonus is based on the strength of the dragonmark whose power you expend.

Dragonmark	DC Bonus
Least	+2
Lesser	+3
Greater	+4

Syla Syrralan d'Sivis, an unbound scroll

GF

Ghost Writing (Su): At 5th level, you can expend one use of any of your dragonmark powers as a swift action to magically duplicate a single spell on a scroll. The spell is covered with shimmering writing that appears to float above the page. When you activate the spell from the scroll, this ghostly writing vanishes but the original spell remains, ready to be activated again. You cannot use this ability to duplicate any spell that has an XP cost or a material component over 1 gp in value. The maximum level of a spell that can be duplicated is based on the strength of the dragonmark whose power you expend.

Dragonmark	Spell Level
Least	0–2nd
Lesser	3rd–4th
Greater	5th–6th

Playing an Unbound Scroll

Many are fascinated with the power of magic, but only you see the way in which that power and the power of language intertwine. As much as you love to hide away in your study, you also enjoy being around people, listening to the web they weave with their words.

Unbound scrolls are intense and eccentric, and all have their own individual style. One might spend every waking hour working on scrolls, while another spends as much time in the taverns as in his library. Though you establish your own routine of study and social interaction, you can be sure that it is different from that of any other unbound scroll. In particular, you feel the allure of the adventurer's life, for its promise of new magic, new peoples, and new power to be explored.

Combat

If you began as an artificer, you will have a little more staying power; if you rely solely on divine scrolls, you can even wear armor. You are no warrior, though, and your combat tactics typically involve trying to stay out of the reach of enemy blades. Scroll magic is your weapon of choice. Surprise is your ally, and you seek to strike hard and fast. Deal as much damage as possible before your opponents recognize the power you possess. A feat such as Empower Spell can combine with your metamagic scroll or ghost writing ability to make a scroll of *fireball* your foes will never forget.

Advancement

The Ninth College is a legend within House Sivis. As a child, you learned your basic skills from its preceptors. The order is extremely selective, and you underwent a grueling battery of tests evaluating your scrollcraft, your ability to use your dragonmark, and your dedication to the art of language. Before your training is complete, you must perform a task set by the viceroy of the college himself. This might involve anything from creating a new word to recovering a book of forgotten spells from a ruined library in Xen'drik. Any heir of House Sivis can undertake the tests, but only once. Should you fail, the doors of the Ninth College are closed to you forever.

If House Sivis is a whirlwind of intrigue, the Ninth College is the eye of the storm. Competition for rank is high within the order, but one achieves recognition solely through creation or discovery. It has been centuries since a member of the college was found to have stolen or undermined the work of another. You can choose where you work best: some unbound scrolls spend their lives in the college towers, while others choose to wander the world in search of inspiration and ancient knowledge.

As an unbound scroll, you might choose to develop your verbal skills (Bluff and Diplomacy) or writing ability (Appraise, Decipher Script, Forgery). Speak Language is an important skill, and your fellows in the Ninth Tower judge you by the number of languages you master. If you are an artificer by trade, Use Magic Device allows you to use the scrolls you scribe.

Resources

In addition to the resources you have access to as a member of your house (described on page 73), the Ninth College has one of the finest spell libraries in Khorvaire. As an unbound scroll, you can purchase any scroll or legal spell component at a 10% discount. You can also use the resources of the college while creating scrolls. This reduces the cost (both XP and gp) by 10%. This bonus stacks with any similar reduction, including your master scribe ability and the Legendary Artisan and Extraordinary Artisan feats.

As a member of the order, you can also copy spells from the college library, but you are required to make a donation equal to half the normal cost of a scroll of that spell. The collection is extensive but not complete, and individual spells are available at the Dungeon Master's discretion.

THE UNBOUND SCROLL **HIT DIE: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Infusions
1st	+0	+0	+0	+2	Heir's mark, master scribe, scroll mastery	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Improved *arcane mark*, strong words	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic scroll	—
4th	+2	+1	+1	+4	Charged words	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Ghost writing	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Forgery, Knowledge (all skills, taken individually), Profession, Speak Language, Spellcraft, Use Magic Device.

Unbound scrolls can also sell scrolls for 65% of their value at any House Sivis enclave, and you can receive room and board at any Sivis enclave with no need to work in exchange.

All these benefits are granted with the expectation that you are a devoted Sivis heir, and that your research will someday benefit the house. For example, if you devise or discover new spells, you are expected to add them to the library of the Ninth College. Such contributions have no set timetable, and some unbound scrolls do more for the house than others. However, if you are seen to be blatantly withholding the fruits of your labors, you could be expelled from the college, and potentially reported to Oversight for more extreme sanctions.

UNBOUND SCROLLS IN THE WORLD

"I saw that little runt read the same scroll five times. That's just not possible. But if she had a wand up her sleeve, I didn't see it anymore than did the slaver platoon she sent heading for the Graywall hills."

—Ilan d'Cannith, arcanist of the Twelve

Unbound scrolls are fascinated by magic and language—both what exists in the modern world and what has yet to be developed. Some live cloistered lives developing new spells or scribing scrolls by the trunkload. Others choose to explore the world, seeking inspiration in adventure.

Organization

Within House Sivis, unbound scrolls work together in an order known as the Ninth College. This order receives funding from the Hidden Word and Tasker's Dream (page 74), and unbound scrolls are prominent in both those organizations. The Ninth College is a center for linguistic studies, and its members have a reputation for eccentricity. Unbound scroll Harlus Haskal d'Sivis once spent twenty years trying to devise the perfect single-word greeting, while Syla Syrralan d'Sivis has spent a fortune crafting inks from the blood of rare and deadly aberrations.

The Ninth College is based in the great Sivis enclave in Korranberg. Viceroy Kendal Santor d'Sivis (LN male gnome diviner 5/unbound scroll 5) is the head of the college and a lord seneschal of House Sivis, advising the matriarch on matters of magic. Like all members of the house, the gnomes of the Ninth College love titles. Ranking members are called doyens, followed by provosts and preceptors. "Unbound scroll" is itself a title; as such, a gnome might introduce herself as "Lady Syla Syrralan d'Sivis, Doyen of the Ninth College, Keeper of the Eightieth Word, Unbound Scroll, and Wordsmith."

Members of the Ninth College are expected to defer to those who hold office, and to return to the college for grand councils every six months. Though unbound scrolls are expected to share any innovations and discoveries with the college, few other restrictions or expectations are placed on them. Arms of the house occasionally request the assistance of the Ninth College, and depending on her skills, an unbound scroll could be asked to serve as a diplomat, bodyguard, or scholarly advisor.

NPC Reactions

Few people outside House Sivis know anything of the Ninth College, and unbound scrolls are treated like any other Sivis heir. Within the house, membership in the college is a considerable achievement, and heirs of House Sivis often have a friendly (or at least indulgent) reaction to unbound scrolls. The exceptions are those who have tried to join the college and failed. These gnomes often harbor bitter resentment toward those who succeeded in their stead, and while not necessarily hostile, might scheme against an unbound scroll from the shadows.

UNBOUND SCROLL LORE

Characters with ranks in Knowledge (arcana) or Knowledge (nobility and royalty) can research unbound scrolls to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: There is an order in House Sivis known as the Ninth College. Members of the college learn to use the Mark of Scribing to enhance the power of magical writing; such characters are called unbound scrolls.

DC 15: Unbound scrolls are usually wizards or artificers. A member of the order can produce magical scrolls at a remarkable rate.

DC 20: A gifted member of the Ninth College can read a scroll multiple times before its power is exhausted.

DC 30: Characters who achieve this level of success can learn important details about unbound scrolls in

your campaign, including history, notable individuals, the areas in which they operate and the kinds of activities they undertake.

UNBOUND SCROLLS IN THE GAME

Unbound scrolls can be found anywhere in Eberron, though academics of the Ninth College remain concentrated in and around Korranberg. Adventurer unbound scrolls can serve any number of roles in a campaign, from ill-prepared explorers needing rescue, to the leaders of expeditions racing the PCs to a site of ancient and valuable lore.

As an option for player characters, the unbound scroll provides standing in House Sivis and resources useful to any spellcaster. The expectation to share new knowledge simply provides an excuse for an unbound scroll to seek out adventure.

Adaptation

The Ninth College appears to be little more than a collection of dusty scholars, but as with all things Zil, appearances can be deceiving. Characters who become unbound scrolls might receive a permanent *Rary's telepathic bond* to a handler in House Sivis, with the order's seemingly innocuous academic exploits working toward some sinister goal. A PC might receive missions through her telepathic link—and is expected to manipulate her fellow adventurers into helping her accomplish them.

Sample Encounter

With their inherent eccentricity, unbound scrolls can become entangled in the lives of the PCs in any number of ways. An elderly gnome might hire a group of adventurers to accompany her to Xen'drik, then reveal the treasure she seeks is not gold as promised, but a crystal orb said to record the Giant language as it was spoken tens of thousands of years ago. A Sivis heir might wander from tavern to tavern, inciting brawls in every establishment he enters (including the PCs') so as to master verbal signals that instinctively trigger violence.

EL 8: Syla Syrralan d'Sivis is a gifted artificer who labors in the arcane workshops of the Ninth College. She has a great interest in the draconic Prophecy, and has become convinced that vital clues to understanding it can be revealed by the manner in which the kobolds of the Seawall Mountains use the Draconic language. Unfortunately, most kobolds have no great love for the gnomes of Zilargo, and Syla is often looking for adventurers to protect her as she ventures into the depths to debate with scaled mystics.

Syla Syrralan d'Sivis — CR 8

Female gnome artificer 5/unbound scroll 3
N Small humanoid
Init +2; **Senses** low-light vision, Listen +3, Spot +1
Languages Common, Draconic, Dwarven, Giant, Gnome

AC 17, touch 14, flat-footed 15; +4 against giants (+1 size, +2 Dex, +3 armor, +1 deflection)
hp 35 (8 HD)
Fort +4, **Ref** +5, **Will** +9; +2 against illusions

Speed 20 ft. (4 squares)
Melee mwk dagger +4 (1d3–2/19–20)
Ranged mwk light crossbow +8 (1d6/19–20)
Base Atk +4; **Grp** –2
Atk Options metamagic scroll, strong words, +1 on attacks against kobolds and goblinoids
Combat Gear 3 scrolls of *cure moderate wounds* (CL 3rd), scroll of *dimension door* (CL 7th), scroll of *fireball* (DC 14, CL 7th), scroll of *invisibility* (CL 3rd), scroll of *ray of enfeeblement* (+6 ranged touch, CL 1st), 2 scrolls of *scorching ray* (+6 ranged touch, CL 4th), scroll of *scorching ray* (+6 ranged touch, CL 8th)
Artificer Infusions (CL 7th, DC 13 + level of infusion):
3rd (3/day)*
2nd (4/day)*
1st (4/day)*
* See Chapter 4 in this book and page 103 of the *Eberron Campaign Setting* for available artificer infusions
Spell-Like Abilities:
6/day—*arcane mark* (CL 9th)
1/day—*dancing lights* (CL 1st), *ghost sound* (DC 13, CL 1st), *prestidigitation* (CL 1st), *secret page* (CL 9th), *speak with animals* (burrowing mammal only, duration 1 minute, CL 1st)

Abilities Str 7, Dex 14, Con 12, Int 16, Wis 12, Cha 14
SQ artificer knowledge +8, craft reserve 100, craft homunculus (none at present), disable trap, item creation, master scribe (–15%), retain essence
Feats Brew Potion[B], Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Empower Spell, Extraordinary Artisan[B], Least Dragonmark (Mark of Scribing), Lesser Dragonmark (Mark of Scribing), Scribe Scroll[B]
Skills Appraise +10, Concentration +10, Decipher Script +8, Diplomacy +5, Hide +6, Knowledge (arcana) +10, Knowledge (history) +5, Knowledge (nobility and royalty) +5, Knowledge (the planes) +5, Listen +3, Profession (scribe) +8, Spellcraft +14, Spot +1, Use Magic Device +10 (+12 arms and armor, +12 wondrous items, +15 scrolls)
Possessions combat gear plus *bracers of armor +3*, *ring of protection +1*, masterwork dagger, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, *infinite scrollcase**, *Heward's handy haversack*
* *Magic of Eberron* 109

Hook "Can I have a word with you?"

VADALIS BEASTKEEPER

"Let Cannith rant about the warforged. We know what it is to truly create life."

—Alirrin Shir, Vadalis beastkeeper

The heirs of House Vadalis are well known for their experimentation with magebred animals and magical beasts, but some within the house have little patience for even the pace of farm life. The beastkeeper is a scion of House Vadalis who seeks to master the magic of nature and tame those beasts whose essence incorporates that magic. Beastkeepers leave the breeding and care of animals to others, spending their time seeking out magical creatures in the wilds of Khorvaire.

BECOMING A VADALIS BEASTKEEPER

Vadalis beastkeepers are scouts and guides, hunters and warriors. They must be able to wield a blade and guide a magebred mount with equal faculty. Nearly all beastkeepers

have levels in ranger, druid, or (more rarely) paladin, with most drawn from the ranks of rangers or multiclass ranger/scouts (from *Complete Adventurer*).

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Handle Animal 3 ranks, Knowledge (arcana) 3 ranks, Knowledge (nature) 3 ranks, Ride 4 ranks.

Feats: Mounted Combat.

Special: Animal companion or special mount.

Special: Must be a member of House Vadalis.

CLASS FEATURES

A Vadalis beastkeeper is a master of magebred animals and magical beasts. Whether you aid the druids of the house in corralling livestock for magical enhancement, scour the wild for owlbear eggs, or guide a House Orien convoy through unexplored lands, your abilities and your magical companion or mount are well suited to the task.

Spellcasting: You have the ability to cast a small number of divine spells. To cast a beastkeeper spell, you must have a Wisdom score of at least 10 + the spell's level, so a beastkeeper with a Wisdom of 10 or lower cannot cast these spells. Bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + your Wisdom modifier. When you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Wisdom score for that spell level. The beastkeeper's spell list appears below. You have access to any spell on the list and can freely choose which to prepare. You prepare and cast spells just as a ranger does.

Heir's Mark: Levels in the Vadalis beastkeeper prestige class count as levels in the dragonmark heir prestige class when determining the caster level for the spell-like abilities of your dragonmark (if any). You can have a maximum of five effective levels in dragonmark heir for the purpose of determining the caster level of your dragonmark.

Improved Companion or Mount (Ex): Levels in Vadalis beastkeeper stack with levels in the class that grants you your animal companion or special mount for the purpose of determining the functional strength and level of that companion or mount. If you had more than one class that granted you an animal companion or special mount before becoming a beastkeeper, you must decide to which class to add each level for the purpose of determining the functional strength and level of your companion or mount.

Vadalis Instinct (Ex): Your innate understanding of magical beasts grants you special insight. You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using those skills against magical beasts, (including other characters' animal companions, special mounts, or familiars), and a +2 bonus on weapon damage rolls against such creatures.

You also gain a +2 bonus on Handle Animal and Ride checks made to control or handle magical beasts. Furthermore, your penalty when attempting to influence magical beasts with wild empathy is reduced to –2.

Wild Empathy (Ex): You can improve the attitude of an animal. (See the druid class feature, *PH* 35.)

If you already have wild empathy from another class, levels in the classes that grant wild empathy stack to determine your total effective wild empathy level.

Magebred Summoning (Su): From 2nd level on, any animal you summon with *summon nature's ally I* is augmented with the magebred template (*ECS* 295). This applies to animals summoned with *summon nature's ally II* at 4th level, with *summon nature's ally III* at 7th level, and with *summon nature's ally IV* at 10th level.

Applying a template on the fly can slow down game play. Consider applying the magebred template to your favorite animals before play begins.

Bonus Feat: At 3rd, 6th, and 9th level, you gain a bonus feat, which must be chosen from the following list: Animal Affinity, Endurance, Mounted Archery, Ride-By Attack, Self-Sufficient, Skill Focus, Spirited Charge, Trample. You must meet all the prerequisites for that feat.

Magebred Companion (Su): At 5th level, your animal companion or special mount gains the magebred template, even though it is a magical creature, not an animal. Your companion or mount's Intelligence is not reduced by this ability.

Bestial Empathy (Ex): At 8th level, you no longer take a when attempting to influence magical beasts with wild empathy.

Magebred Transformation (Ex): At 10th level, your constant exposure to the arcane essence of magebred animals and magical beasts causes a transformation within your own form that mimics the magebred template. You gain a +2 bonus to one physical ability score of your choice (Strength, Dexterity, or Constitution), your base speed increases by 10 feet, and you gain a +2 natural armor bonus (a creature without natural armor has an effective natural armor bonus of +0). These changes are permanent.

Vadalis Beastkeeper Spell List

Vadalis beastkeepers choose their spells from the following list:

1st Level: *animal messenger, calm animals, charm animal, delay poison, detect animals or plants, detect poison, endure elements, feather fall, hide from animals, jump, longstrider, magic fang, speak with animals, summon nature's ally I.*

2nd Level: *barkskin, bear's endurance, cat's grace, hold animal, owl's wisdom, spider climb, summon nature's ally II.*

3rd Level: *darkvision, heal mount*, greater magic fang, neutralize poison, remove disease, repel vermin, summon nature's ally III.*

4th Level: *animal growth, freedom of movement, polymorph, summon nature's ally IV.*

* Can be cast on an animal companion as well as a special mount.

PLAYING A VADALIS BEASTKEEPER

You are a loyal member of House Vadalis, but the motivation to serve the house's mercantile interests is not as strong in you as it is in others. You might be a guide or scout-for-hire, a bodyguard for the less martial members of your house, a griffon rider providing aerial mercenary services, or simply a wanderer seeking your fortune in the wide world. You are fascinated with the beasts of the wild, both natural and magical, and often prefer their company to that of people. Though you are by no means savage or uncouth, you avoid the cities of

THE VADALIS BEASTKEEPER **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting 1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Heir's mark, improved companion or mount, Vadalis instinct, wild empathy	0	—	—	—
2nd	+2	+3	+3	+0	Magebred summoning 1	1	—	—	—
3rd	+3	+3	+3	+1	Bonus feat	1	—	—	—
4th	+4	+4	+4	+1	Magebred summoning 2	1	0	—	—
5th	+5	+4	+4	+1	Magebred companion	1	0	—	—
6th	+6	+5	+5	+2	Bonus feat	1	1	—	—
7th	+7	+5	+5	+2	Magebred summoning 3	1	1	0	—
8th	+8	+6	+6	+2	Bestial empathy	1	1	1	—
9th	+9	+6	+6	+3	Bonus feat	1	1	1	—
10th	+10	+7	+7	+3	Magebred summoning 4, magebred transformation	2	1	1	0

Class Skills (6 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Heal, Hide, Jump, Knowledge (arcana), Knowledge (geography), Knowledge (nature), Listen, Move Silently, Profession, Ride, Search, Spot, Survival, Swim, Use Rope.

Khorvaire in favor of the open wilderness, or at least the intimate surroundings of a smaller community of family and good friends.

Combat

You are nearly the equal of the fighter or ranger in combat, and should not hesitate to take the front lines in melee. That said, your animal companion or special mount gives you a significant advantage, especially when its magebred traits reveal themselves. Use your companion or mount to flank your foes, or to aid your allies while you provide assistance with spells or ranged attacks. The ability to summon magebred creatures should also be a staple of your battlefield tactics.

Advancement

You were a member in good standing of House Vadalis before becoming a beastkeeper, but beyond that, your story is your own. Some beastkeepers were rangers or druids who developed a bond with the magical beasts and magebred animals that are the lifeblood of your house. Some began as students of magic, intending to aid in the creation and breeding of such creatures but discovering a passion for wilderness exploration later in life.

Where you stand now depends largely on how you choose to make use of your abilities. You might serve House Vadalis as a scout, guard, soldier, or escort. You might provide similar services for hire to others who can pay, or you might adventure on your own, seeking to explore the wilds and study the mysterious creatures that lurk there. You still inform the house of all you discover and learn, however, for you never forget the family from which you hail.

When advancing as a beastkeeper, focus primarily on skills that enable you to function in the wild (in other words, the same skill choices you would make as a ranger or druid). Devote attention equally to your physical and mental abilities, the better to hone your combat and spellcasting. Even though your spell selection is limited, consider feats such as Extend Spell that make your summoning powers more potent.

Resources

Though the beastkeepers are respected members of House Vadalis, their status does not grant them access to any particular resources beyond those enjoyed by all members of the house (described on page 90).

VADALIS BEASTKEEPERS IN THE WORLD

"Neither one of them was quite right, the tiger or the Vadalis with him—and I'm not sure which was scarier."

—Lorul Sequian, House Orien merchant

Though Vadalis beastkeepers are at home in any wilderness-based campaign, they often appear in cities as escorts to those who must travel the wild, or as part of a Vadalis contingent seeking to buy or sell rare creatures. Beastkeepers are equally likely to be encountered as emissaries of the house as they are working on their own, and their personal endeavors can be as varied as any PC's.

Organization

Though beastkeepers sometimes congregate to learn from one another and share information, they have no true organization. Their only formal link is membership in House Vadalis.

NPC Reactions

Because few understand their true vocation, Vadalis beastkeepers are typically treated no differently from rangers, druids, and other characters who make a life in the wilderness. Members of high society might be indifferent to a beastkeeper, but the common folk react as they do to any other member of House Vadalis.

VADALIS BEASTKEEPER LORE

Characters with ranks in Knowledge (nature) can research Vadalis beastkeepers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Beastkeepers are House Vadalis rangers with a penchant for magical creatures both domestic and wild.

DC 15: Most beastkeepers have animal companions or mounts that are magebred, and the creatures they summon with their spells are magebred as well.

DC 20: A beastkeeper can talk to magical creatures like a druid talks to normal animals. Tales tell of experienced beastkeepers who take on some aspects of Vadalis's magebred animals themselves.

DC 30: Characters who achieve this level of success can learn important details about specific Vadalis beastkeepers in your campaign, including the areas where they operate and the kinds of activities they undertake.

VADALIS BEASTKEEPERS IN THE GAME

Unlike many prestige classes affiliated with the dragonmarked houses, beastkeepers have little to tie them to their house's interests. As a result, they can be encountered almost anywhere, aside from major urban areas. Beastkeepers are perfectly suited to an adventuring life, whether hunting magical beasts or escorting others through the wilderness.

This prestige class should appeal to players who prefer rangers, druids, or scouts, but seek a closer connection to one of the dragonmarked houses. Alternatively, the Vadalis beastkeeper might simply be a means of making a character and his animal companion stand out from the crowd.

Adaptation

Because beastkeepers must belong to House Vadalis but need not have a dragonmark, they could easily represent an elite sect of rangers, or perhaps the military vanguard of a wild and untamed land. Alternatively, the class could take a dragonmark prerequisite, with characters able to expend uses of their dragonmark powers to gain additional uses of magebred summoning or other new abilities.

Sample Encounter

Beastkeepers can be encountered in urban environments, but their abilities are better suited to the wild. An encounter with a beastkeeper should allow him to summon magebred allies, or at least to highlight his wilderness skills and his animal companion or special mount.

EL 7: Alirrin Shir is a young Vadalis beastkeeper. His heart and loyalties are with his family, but he has a quick temper and an inflated sense of his own abilities. When encountered by the PCs, he is seeking out a group of bandits who recently ambushed a Vadalis caravan, stealing the caravan's magebred animals and slaughtering the rest. Shir might mistake the PCs for those responsible and attack. If he can be reasoned with, he might seek the party's aid in tracking down the true criminals, but his methods are rash and might lead to more trouble.

Alirrin Shir **CR 7**

Male human ranger 4/Vadalis beastkeeper 3
CN Medium humanoid
Action Points 3
Init +2; **Senses** Listen +5, Spot +5
Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +3 armor, +1 shield)
hp 49 (7 HD)
Fort +11, **Ref** +11, **Will** +4

Speed 30 ft. (6 squares); Ride-By Attack
Melee *+1 lance* +9/+4 (1d8+2/×3) or
Melee mwk battleaxe +9/+4 (1d8+1/×3)
Ranged mwk longbow +10/+5 (1d8/×3) or
Ranged mwk longbow +8/+8/+3 (1d8/×3) with Rapid Shot
Base Atk +7; **Grp** +8
Atk Options Mounted Combat, Spirited Charge, favored enemy humans +2, magebred summoning, Vadalis instinct +2
Vadalis Beastkeeper Spells Prepared (CL 3rd):
1st—*summon nature's ally I*

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 11, Cha 10
SQ animal companion, link with companion, share spells, wild empathy +9 (+7 magical beasts)
Feats Animal Affinity[B], Endurance[B], Heroic Spirit, Mounted Combat, Rapid Shot[B], Ride-By Attack, Spirited Charge, Track[B]
Skills Climb +6, Handle Animal +12, Heal +5, Knowledge (arcana) +3, Knowledge (geography) +5, Knowledge (nature) +7, Listen +5, Ride +13, Search +5, Spot +5, Survival +10 (+12 to avoid getting lost and avoid hazards; +12 following tracks; +12 in aboveground natural environments)
Possessions masterwork studded leather, masterwork light wooden shield, *+1 lance,* masterwork longbow with 20 arrows, masterwork battleaxe, *cloak of resistance +2*

Hook "Nobody crosses a Vadalis twice."

Heavy Warhorse Animal Companion **CR –**

N Large animal
Init +2; **Senses** low-light vision, scent, Listen +6, Spot +5

AC 17, touch 11, flat-footed 15
(–1 size, +2 Dex, +6 natural)
hp 45 (6 HD)
Resist evasion
Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. (10 squares)
Melee 2 hooves +7 (1d8+4) and
bite +2 (1d6+2)
Base Atk +4; Grp +12

Abilities Str 19, Dex 14, Con 17, Int 2, Wis 13, Cha 6
SQ 2 bonus tricks
Feats Endurance, Improved Natural Attack, Run
Skills Listen +6, Spot +5

Dravigor led the expedition to the Valley of Shadows, and the shardseekers paid him well for his expertise.
Despite their thoughtless disregard for the perils of Xen'drik, he had gotten them to the Basalt Boulevard alive, but his warnings about the yuan-ti fell on deaf ears.
When the snake-men finally appeared, Dravigor knew it was time to prove that he was no simple Wayfinder guide.
A scion of House Tharashk was not one to trifle with—particularly after a long trek through a steaming jungle with a trio of whining adventurers in tow.

CHAPTER THREE

New Feats

The spell-like abilities granted by a dragonmark are the most obvious sign of the power wielded by a dragonmarked heir. However, dragonmarks open up even more abilities and options for the characters who bear them.

This section presents more than fifty new feats, which allow dragonmarked characters (including those with aberrant dragonmarks) to increase the power and potency of their marks, or to use their marks to fuel new abilities. For more information on aberrant dragonmarks, see page 155. For additional dragonmark-related feats, see pages 48–49 of *Player's Guide to Eberron*.

Ashbound Mark

As a member of the Ashbound sect, you use the power of your dragonmark to rid the world of those who practice arcane magic.

Prerequisites: Ashbound, any true or aberrant dragonmark.

Benefit: Against creatures that can cast arcane spells, the saving throw DC of spells you cast increases by 2. In addition, you gain a +1 bonus on attack rolls against any creature that can cast arcane spells.

Bane of Argonnessen

Your Siberys dragonmark swirls as you battle dragons, empowering your weapons to deal greater harm.

Prerequisite: Any Siberys dragonmark.

Benefit: Any magic weapon you wield deals an extra 2d6 points of damage to dragons or any creature with the dragonblood subtype (see page 140).

Special: A fighter can select Bane of Argonnessen as one of his fighter bonus feats (*PH* 38).

Breath of Siberys

Your breath weapon becomes even more deadly.

Prerequisites: Breath weapon, any true dragonmark.

Benefit: Your breath weapon deals an extra 1d6 points of damage, or an extra 2d6 points of damage if you bear a Siberys dragonmark.

Note: A breath weapon is available as a racial ability of the half-dragon (*MM* 146) and as a class feature of the dragon shaman (*Player's Handbook II* 11).

Cannith Forgecraft

You have a gift for repairing warforged and other constructs.

Prerequisites: Craft (armorsmithing, blacksmithing, or sculpting) 4 ranks, any Mark of Making.

Benefit: Once per week, you can reroll any one Craft check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, when you repair a warforged or construct, you complete the repairs in one-quarter the time (2 hours for a warforged).

If you have the lesser Mark of Making, the number of warforged hit points you can restore with a successful Craft check (*ECS* 46) is equal to the Craft check result –5. In addition, the cost of repairing constructs using the Craft Construct feat is reduced to 25 gp per point of damage repaired.

If you have a greater Mark of Making or a Siberys Mark of Making, the number of warforged hit points you can repair with a successful Craft check is equal

Rurik d'Kundarak, an heir of Siberys, uses the Bane of Argonnessen feat to deadly effect

TABLE 3–1: NEW FEATS

General Feats	Prerequisites	Benefit
Ashbound Mark	Ashbound, any true or aberrant dragonmark	+2 on spell save DCs against creatures that cast arcane spells; +1 on attacks against such creatures
Bane of Argonnessen*	Any Siberys dragonmark	Magic weapon you wield deals +2d6 damage to dragons and dragonblood creatures
Breath of Siberys	Breath weapon class feature, any true dragonmark	Your breath weapon deals extra damage
Cannith Forgecraft	Craft (armorsmithing, blacksmithing, or sculpting) 4 ranks, any Mark of Making	Reroll a Craft check 1/week; reduce time and cost to repair constructs; repair more damage to warforged
Dragonmark Adept	Any lesser true dragonmark	Gain new lesser mark power, and use another that you already possess 1 additional time/day
Dragonmark Battlestrike	Any true dragonmark	Spend 1 action point to deal extra damage to dragonmarked foe
Dragonmark Fist	Improved Unarmed Strike, any true or aberrant dragonmark	Spend 1 action point to automatically deal maximum damage with an unarmed strike
Dragonmark Mastery	Any true dragonmark	Spend 1 action point to use a dragonmark power as a swift or immediate action
Dragonmark Prodigy	Any least true dragonmark	Gain new least mark power, and use another that you already possess 1 additional time/day
Dragonmark Rage	Ability to rage or frenzy, any true or aberrant dragonmark	You gain fast healing while raging
Dragonmark Smite	Ability to make a smite attack, any true dragonmark	Spend 1 action point when you smite a foe to render it dazed, prone, or unconscious
Dragonmark Spellturning	Any true dragonmark	Spend 1 action point to turn a spell or spell-like ability back upon the original caster
Dragonmark Visionary	Any greater true dragonmark	Gain new greater mark power, and use another that you already possess 1 additional time/day
Dragonmarked Summoner	Spell Focus (conjuration), any true dragonmark	Creatures you summon gain a deflection bonus to AC
Eldritch Dragonbane	Ability to invoke an eldritch blast, any true or aberrant dragonmark	Your eldritch blast deals extra damage to dragons and creatures with the dragonblood subtype
Eldritch Mark	Ability to invoke an eldritch blast, any true or aberrant dragonmark	Spend 1 action point to render a target flat-footed with your eldritch blast
Evoker's Mark	Spell Focus (evocation), any true or aberrant dragonmark	Spend 1 action point to empower an evocation spell
Eye of Medani	Any Mark of Detection	Reroll one Spot check 1/day; reduce miss chances
Feral Mark	Any Mark of Handling	Reroll a Handle Animal check 1/day; give one or more creatures +4 to Str and Dex
Gatekeeper's Mark	Gatekeeper Initiate, any true dragonmark	+2 on save DCs against aberrations; spend 1 action point for +4 insight bonus on save against aberration's attack
Grace of Ghallanda	Any Mark of Hospitality	Spend 1 action point to oppose attack roll with Diplomacy check
Greater Aberrant Dragonmark	Lesser Aberrant Dragonmark, 12 ranks in any two skills	Gain new spell-like ability and use other aberrant dragonmark powers 1 additional time/day
Greensinger's Mark	Greensinger Initiate, wild shape, any true dragonmark	Your natural weapons deal +2d6 damage to aberrations and evil outsiders
Healing Strike	Any Mark of Healing	Reroll Heal check 1/day; if you successfully attack a foe, spend 1 action point to heal yourself or an adjacent ally
Heart of Siberys	Siberys Mark of Healing or Siberys Mark of Sentinel	Stabilize dying character within 30 ft. as a swift action; transfer hit points to the stabilized character
Hunter's Mark	Favored enemy, any true dragonmark	Favored enemy bonuses increase by 1
Improved Draconic Aura	Draconic aura, any true dragonmark	Spend 1 action point to increase bonus of draconic aura
Lesser Aberrant Dragonmark	Aberrant Dragonmark, 9 ranks in any two skills	Gain new spell-like ability and use other aberrant dragonmark powers 1 additional time/day
Mark of the Dauntless	Any true dragonmark	You cannot be dazed or stunned; remove similar conditions afflicting others by touch

General Feats	Prerequisites	Benefit
Mark of Deflection	Any lesser, greater, or Siberys dragonmark	Gain a deflection bonus to AC
Mark of Destiny	Any Siberys dragonmark	Spend 1 action point to gain bonus on attack rolls and weapon damage rolls equal to your heir of Siberys class level for 1 round
Mark of Madness	Any aberrant dragonmark	Confuse a creature, as *lesser confusion*, 3/day as a swift action
Mark of Purity	Divine health or purity of body, any true dragonmark	You cannot be sickened or nauseated; remove similar conditions afflicting others by touch
Mark of the Recovery	Any true dragonmark	When disabled or dying, expend a dragonmark power as an immediate action to heal yourself
Mark of Resilience	Any true or aberrant dragonmark	Spend one use of a dragonmark power to gain a bonus on a saving throw
Mark of Stars	Any Siberys dragonmark	You are never surprised or flat-footed; +2 to AC, Ref saves
Mark of Truth	Any true dragonmark	Deal +2d6 damage against creatures with aberrant dragonmarks
Mark of Twelve Moons	Any true lesser, greater, or Siberys dragonmark	Gain +1 inherent bonus to ability score, +10 bonus on Control Shape checks.
Mark of Vengeance	Any aberrant dragonmark	Deal +1d6 damage against creatures with true dragonmarks, heal an equal amount of damage
Mark of Vermin	Any aberrant dragonmark	Use any druid or ranger spell that targets animals against vermin; speak with vermin 1/day
Mark of the Wilderness	Warden Initiate, any true dragonmark	Ignore movement penalties caused by difficult terrain
Mark of Xoriat	Mark of Madness, any aberrant dragonmark	You gain DR 5/byeshk
Master of Wards	Any Mark of Warding	Reroll a Search check 1/day; grant one or more creatures energy resistance 10
Mighty Dragonmark	Any true or aberrant dragonmark	Save DCs of your dragonmark powers increase by 1, caster level increases by 2
Nightborn Dragonmark	Any true or aberrant dragonmark	+1 on attacks, saving throws, skill checks, ability checks, and level checks at night
Orien Battle Stride	Any Mark of Passage	+4 bonus on checks to resist bull rush, overrun, and trip attempts; take 5-foot step when foe misses you with attack
Protective Mark	Any true dragonmark	Gain DR 5/magic; spend 1 action point to improve DR for 1 round
Quicken Dragonmark	Least Dragonmark	Use any least dragonmark power as a swift action
Quill of Sivis	Any Mark of Scribing	Reroll a Decipher Script or Forgery check 1/day; +2 bonus on some Use Magic Device checks; you don't trigger certain magic traps
Sentinel Stance	Any Mark of Sentinel	Reroll a Sense Motive check 1/day; allies adjacent to you gain bonus to AC and on Reflex saves
Shield of Siberys	Any true dragonmark	Sense aberrant dragonmarked creatures within 60 ft.; gain spell resistance against aberrant mark powers
Storm's Riposte	Any Mark of Storm	Spend 1 action point to attack a foe that has just attacked you, deal extra electricity or sonic damage
Stormrider	Any Mark of Storm	Reroll Balance check 1/day, take 10 on Balance checks when threatened or distracted; gain resistance to electricity and sonic
Trap Warden	Any Mark of Finding	Reroll Search or Disable Device check 1/day; gain a bonus on Reflex saves and to AC against traps
Umbral Mark	Any Mark of Shadow	Reroll Hide check 1/day; chance to negate extra damage from a critical hit or sneak attack
Unlock Dragonmark	Any least, lesser, or greater true dragonmark	Spend 1 action point to use a different spell-like ability granted by your dragonmark
Ward of Khyber	Any aberrant dragonmark	Make your aberrant dragonmark invisible for 1 hour/level; gain SR against spell-like abilities of true dragonmarks
Winter's Mark	Child of Winter, any aberrant dragonmark	Use death touch 1/day

* A fighter can select this feat as one of his fighter bonus feats.

to the Craft check result +5. In addition, you can repair constructs using the Craft Construct feat at no gp cost to you.

Special: You need the Craft Construct feat to repair constructs other than warforged.

DRAGONMARK ADEPT

Your lesser dragonmark gives you access to a new spell-like ability.

Prerequisite: Any lesser true dragonmark.

Benefit: You gain a new lesser dragonmark spell-like ability based on the dragonmark you possess, as shown below. In addition, you can use one lesser mark spell-like ability that you already possess one additional time per day.

Lesser Dragonmark	Spell-Like Ability
Mark of Detection	*Discern shapechanger* 2/day or *know vulnerabilities* 1/day
Mark of Finding	*Circle dance* 1/day or *share husk* 2/day
Mark of Handling	*Nature's favor* 2/day or *train animal* 2/day
Mark of Healing	*Close wounds* 2/day or *vigor* 1/day
Mark of Hospitality	*Clothier's closet** 2/day or *servant horde* 1/day
Mark of Making	*Force ladder* 2/day or *quick potion* 2/day
Mark of Passage	*Baleful transposition* 2/day or *swift fly* 2/day
Mark of Scribing	*Speechlink* 1/day or *speaking stones** 2/day
Mark of Sentinel	*Lesser spell immunity* 2/day or *mass resurgence* 1/day
Mark of Shadow	*Blindsight* 1/day or *veil of shadow* 2/day
Mark of Storm	*Binding winds* 2/day or *downdraft* 1/day
Mark of Warding	*Shadow cache* 1/day or *sign of sealing* 1/day

A saving throw against one of your dragonmark spell-like abilities has a DC of 10 + the level of the spell + your Cha modifier. Your new dragonmark spell-like ability has the same caster level as your existing dragonmark powers.

Note: The above spells are described in *Spell Compendium,* except those marked with an asterisk, which appear in *Magic of Eberron*.

DRAGONMARK BATTLESTRIKE

You use the power of your mark to deal devastating blows to other dragonmarked scions.

Prerequisite: Any true dragonmark.

Benefit: As a swift action, you can spend 1 action point to increase the damage of a single melee or ranged attack made against a creature with an aberrant dragonmark or with a true dragonmark different than your own. The decision to spend the action point must be made before the attack roll is made. If the attack succeeds, you deal extra damage to the dragonmarked target depending on the strength of your dragonmark.

Dragonmark	Extra Damage
Least	+1d6
Lesser	+2d6
Greater or Siberys	+3d6

DRAGONMARK FIST

The power of your dragonmark lets you deal devastating unarmed strikes.

Prerequisites: Improved Unarmed Strike, any true or aberrant dragonmark.

Benefit: You can spend 1 action point to automatically deal maximum damage with an unarmed strike. The decision to spend the action point is made after the attack is resolved but before damage is rolled.

DRAGONMARK MASTERY

You can quickly and instinctively call upon the power of your dragonmark.

Prerequisite: Any true dragonmark.

Benefit: You can spend 1 action point to use one of your dragonmark spell-like abilities as a swift or immediate action.

DRAGONMARK PRODIGY

Your least dragonmark gives you access to a new spell-like ability.

Prerequisite: Any least true dragonmark.

Benefit: You gain a new least dragonmark spell-like ability based on the dragonmark you possess, as shown below. In addition, you can use one least mark spell-like ability that you already possess one additional time per day.

Least Mark	Spell-Like Ability
Mark of Detection	*Detect dragonmark** 1/day or *ebon eyes* 1/day
Mark of Finding	*Bloodhound* 1/day or *instant search* 1/day
Mark of Handling	*Enrage animal* 1/day or *nature's favor* 1/day
Mark of Healing	*Lesser vigor* 1/day or *stabilize* 1/day
Mark of Hospitality	*Dawn* 1/day or *second wind* 1/day
Mark of Making	*Golem strike* 1/day or *stick* 2/day
Mark of Passage	*Benign transposition* 1/day or *dark way* 1/day
Mark of Scribing	*Amanuensis* 2/day or *ancient knowledge** 1/day
Mark of Sentinel	*Lionheart* 1/day or *warning shout* 1/day
Mark of Shadow	*Insightful feint* 1/day or *net of shadows* 1/day
Mark of Storm	*Electric jolt* 2/day or *updraft* 1/day
Mark of Warding	*Dispel ward* 1/day or *hidden ward** 1/day

A saving throw against one of your dragonmark spell-like abilities has a DC of 10 + the level of the spell + your Cha modifier. Your new dragonmark spell-like ability has the same caster level as your existing dragonmark powers.

Note: The above spells are described in *Spell Compendium* except those marked with an asterisk, which appear in *Magic of Eberron*.

DRAGONMARK RAGE

In combat, your dragonmark fuels the fury of your rage.

Prerequisites: Ability to rage or frenzy, any true or aberrant dragonmark.

Benefit: You gain fast healing while raging, regaining a number of hit points at the end of your turn each round. The amount of fast healing depends on the strength of your dragonmark.

Dragonmark	Fast Healing
Least	1
Lesser	2
Greater or Siberys	3

A base aberrant dragonmark is equivalent to a least true dragonmark for the purpose of this feat.

Special: You do not gain the benefits of this feat while under the effect of a *rage* spell or any other effect that emulates the rage or frenzy class feature.

DRAGONMARK SMITE

Your dragonmark strengthens your smite ability.

Prerequisites: Ability to make a smite attack, any true dragonmark.

Benefit: When you successfully smite a foe, you can spend 1 action point to force the target to make a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier). The decision to spend the action point is made after the attack is resolved. If the save fails, the target suffers one or more additional effects, as determined by the strength of your dragonmark.

Dragonmark	Additional Smite Effects
Least	Target dazed for 1 round
Lesser	Target knocked prone and dazed for 1 round
Greater or Siberys	Target knocked prone and rendered unconscious for 1 minute

In addition, your smite attack deals an extra 1 point of damage for each level you have in the dragonmark heir prestige class or the heir of Siberys prestige class.

DRAGONMARK SPELLTURNING

With a flash of power from your dragonmark, you turn a spell directed at you back upon its caster.

Prerequisite: Any true dragonmark.

Benefit: As an immediate action, you can spend 1 action point to turn a spell or spell-like ability targeted on you back upon the original caster, as the *spell turning* spell (*PH* 282). The maximum level of the turned spell is determined by the strength of your dragonmark.

Dragonmark	Spell Level
Least	1st
Lesser	3rd
Greater	5th
Siberys	7th

You must choose whether to spend the action point after you have been hit by the attack, but before any effects are determined or saving throws rolled.

DRAGONMARK VISIONARY

Your greater dragonmark gives you access to a new spell-like ability.

Prerequisite: Any greater true dragonmark.

Benefit: You gain a new greater dragonmark spell-like ability based on the dragonmark you possess, as shown below. In addition, you can use one greater mark spell-like ability that you already possess one additional time per day.

A saving throw against one of your dragonmark spell-like abilities has a DC of 10 + the level of the spell + your Cha modifier. Your new dragonmark spell-like ability has the same caster level as your existing dragonmark powers.

Note: The above spells are described in *Spell Compendium* except those marked with an asterisk, which appear in *Magic of Eberron*, and those marked with a †, which are introduced in this book.

Greater Mark	Spell-Like Ability
Mark of Detection	*Dragonsight* 1/day or *zone of revelation* 1/day
Mark of Finding	*Implacable pursuer* 2/day or *lay of the land* 2/day
Mark of Handling	*Dragonblood beast*? 1/day or *mark of the wild*? 2/day
Mark of Healing	*Panacea* 2/day or *revivify* 1/day
Mark of Hospitality	*Dragonmark demesne*? 1/day or *hidden lodge* 1/day
Mark of Making	*Metal melt* 2/day or *wall of gears* 1/day
Mark of Passage	*Flight of the dragon* 2/day or *wind at back* 2/day
Mark of Scribing	*Dragonmark symbol*? 1/day or *transcribe symbol* 1/day
Mark of Sentinel	*Aura of evasion* 1/day or *delay death* 1/day
Mark of Shadow	*Hide from dragons* 2/day or *shadow form* 1/day
Mark of Storm	*Storm touch** 2/day or *storm tower* 1/day
Mark of Warding	*Hide the path* 1/day or *zone of respite* 1/day

DRAGONMARKED SUMMONER

Your summoned creatures bear glowing marks, resembling your dragonmark, that help deflect attacks made against them.

Prerequisites: Spell Focus (conjuration), any true dragonmark.

Benefit: Each creature you conjure with any summoning spell gains a deflection bonus to AC based on the strength of your dragonmark.

Dragonmark	AC Bonus
Least	+1
Lesser	+2
Greater or Siberys	+3

ELDRITCH DRAGONBANE

Your eldritch blasts deal more damage to dragons and their ilk.

Prerequisites: Ability to invoke an eldritch blast, any true or aberrant dragonmark.

Benefit: Your eldritch blast (*Complete Arcane* 7) deals an extra 2d6 points of damage to dragons, and an extra 1d6 points of damage to creatures with the dragonblood subtype (see page 140).

ELDRITCH MARK

You channel the power of your dragonmark into your eldritch blast.

Prerequisites: Ability to invoke an eldritch blast, any true or aberrant dragonmark.

Benefit: When you hit a creature with your eldritch blast (*Complete Arcane* 7), you can spend 1 action point to disorient the target, forcing it to succeed on a Fortitude save or become flat-footed. The DC of the save is 10 + your level in either the dragonmark heir prestige class or the heir of Siberys prestige class + your Cha modifier.

Note: A creature with the Mark of Stars feat (page 142) is immune to the effect of Eldritch Mark.

Evoker's Mark

You can use your dragonmark to empower your more destructive spells.

Prerequisites: Spell Focus (evocation), any true or aberrant dragonmark.

Benefit: When you cast an evocation spell, you can spend 1 action point to empower it as though using the Empower Spell feat, but with no increase in casting time or spell level.

Eye of Medani

The power of your dragonmark sharpens your senses.

Prerequisite: Any Mark of Detection.

Benefit: Once per day, you can reroll any one Spot check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, if you possess the lesser Mark of Detection, you reduce any miss chance you suffer against your foes by 20% (to a minimum of 0%). If you possess a greater Mark of Detection or a Siberys Mark of Detection, you instead reduce any miss chance you suffer against your foes by 50% (to a minimum of 0%).

Feral Mark

Your dragonmark becomes more jagged and angular. As it grows in power, so do your ties to the animal world.

Prerequisite: Any Mark of Handling.

Benefit: Once per day, you can reroll any one Handle Animal check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, if you possess the lesser Mark of Handling, you can expend one use of a lesser dragonmark power to grant yourself or a creature you touch a +4 enhancement bonus to Strength and Dexterity for 1 hour.

If you possess a greater Mark of Handling or a Siberys Mark of Handling, you can expend one use of a greater or Siberys dragonmark power to give yourself and all allies within 60 feet a +4 enhancement bonus to Strength and Dexterity for 1 hour.

Gatekeeper's Mark

As a member of the Gatekeepers sect, you have learned how to use the power of your dragonmark to better fight and fend off aberrations.

Prerequisites: Gatekeeper Initiate, any true dragonmark.

Benefit: Against aberrations, the saving throw DC of your spells increases by 2. In addition, you can spend 1 action point as an immediate action to gain a +4 insight bonus on one saving throw to resist the effect of an aberration's attack. The decision to spend the action point must be made before making the saving throw.

Grace of Ghallanda

The power of your dragonmark fills you with social grace, and diplomacy becomes your shield.

Prerequisite: Any Mark of Hospitality.

Benefit: As an immediate action, you can spend 1 action point to oppose any attack roll made against you with a Diplomacy check. The decision to spend the action point can be made after the attack roll result is known. If your Diplomacy check meets or exceeds the attack roll result, the attack misses regardless of your Armor Class.

The number of times per day that you can use this feat depends on the strength of your dragonmark.

Dragonmark	Times/Day
Least	1
Lesser	2
Greater or Siberys	3

Greater Aberrant Dragonmark

As it increases in power, your aberrant dragonmark expands to cover much of your body.

Prerequisite: Lesser Aberrant Dragonmark, 12 ranks in any two skills.

Benefit: You gain a greater aberrant dragonmark and the use of one spell-like ability selected from the following list: *cloudkill* 1/day, *cone of cold* 1/day, *confusion* 2/day, *dominate person* 1/day, *enervation* 2/day, *fear* 2/day, *feeblemind* 1/day, *fire shield* 2/day, *flame strike* 1/day, *insect plague* 1/day, *mass inflict light wounds* 1/day, *phantasmal killer* 2/day, or *slay living* 1/day.

In addition, you can use your base aberrant dragonmark and lesser aberrant dragonmark spell-like abilities one additional time per day.

A saving throw against one of your aberrant dragonmark spell-like abilities has a DC of 10 + the level of the spell + your Cha modifier.

The caster level for your aberrant dragonmark spell-like abilities is equal to 5 + one-half your character level.

Special: After you use any spell-like ability granted

Dragonblood Subtype

If a race has the dragonblood subtype, it has a strong affinity for dragons. This means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally usable only by dragons, and qualifies the creature to take feats that have the dragon subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature a frightful presence.

Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype.

by your greater aberrant dragonmark, you must succeed on a DC 15 Fortitude save or be dazed for 1 round.

GREENSINGER'S MARK

Your dragonmark increases the damage you deal to aberrations and evil outsiders while in a wild shape.

Prerequisite: Greensinger Initiate, wild shape, any true dragonmark.

Benefit: When you transform into an animal, plant creature, or elemental using your wild shape ability, your natural weapons deal an extra 2d6 points of damage to aberrations and evil outsiders.

You cannot choose to hide your dragonmark when you use wild shape.

HEALING STRIKE

Your dragonmark allows you to heal and fight at the same time.

Prerequisite: Any Mark of Healing.

Benefit: Once per day, you can reroll any one Heal check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, if you have the lesser Mark of Healing, on a successful attack with a melee weapon against any foe, you can spend 1 action point to heal yourself or an ally adjacent to you for 1d8+1 points of damage, in addition to dealing normal damage to your foe. If you have a greater Mark of Healing or a Siberys Mark of Healing, the amount of damage you heal is 2d8+3 points.

HEART OF SIBERYS

You channel the power of your Siberys dragonmark to protect and heal any ally in combat.

Prerequisite: Siberys Mark of Healing or Siberys Mark of Sentinel.

Benefit: Once per day, you can call upon the power of your Siberys dragonmark to automatically stabilize a dying ally within 30 feet as a swift action. In addition, as a free action, you can spend 1 action point or expend one use of your Siberys dragonmark power to transfer as many of your remaining hit points to the stabilized character as you wish. You cannot reduce your own hit point total below 0 or raise the recipient's hit point total above its maximum.

HUNTER'S MARK

Your dragonmark makes it easier to hunt and kill your favored enemies.

Prerequisites: Favored enemy, any true dragonmark.

Benefit: Your dragonmark grants you an additional +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against favored enemies. Likewise, you gain an additional +1 bonus on weapon damage rolls against such creatures.

IMPROVED DRACONIC AURA

You draw power from your dragonmark to enhance your draconic aura.

Prerequisites: Draconic aura, any true dragonmark.

Benefit: You can spend 1 action point as a swift action to increase the bonus granted by your draconic aura for 1 round. The bonus increase depends on the strength of your dragonmark.

Dragonmark	Bonus Increase
Least	+1
Lesser	+2
Greater	+3
Siberys	+4

Note: The draconic aura class feature is available to dragon shamans (*Player's Handbook II* 11).

LESSER ABERRANT DRAGONMARK

Your aberrant dragonmark increases in size and becomes more powerful.

Prerequisite: Aberrant Dragonmark, 9 ranks in any two skills.

Benefit: You gain a lesser aberrant dragonmark and the use of one spell-like ability selected from the following list: *bestow curse* 1/day, *contagion* 1/day, *darkvision* 2/day, *death knell* 2/day, *false life* 2/day, *poison* 1/day, *rage* 1/day, *scare* 2/day, *scorching ray* 2/day, *sleet storm* 1/day, *suggestion* 1/day, *summon swarm* 2/day, *touch of idiocy* 2/day, or *vampiric touch* 1/day.

In addition, you can use your base aberrant dragonmark spell-like abilities one additional time per day.

A saving throw against one of your aberrant dragonmark spell-like abilities has a DC of 10 + the level of the spell + your Cha modifier.

The caster level for your aberrant dragonmark spell-like abilities is equal to 3 + one-half your character level.

Special: After you use the spell-like ability granted by your lesser aberrant dragonmark, you must succeed on a DC 10 Fortitude save or be dazed for 1 round.

Least, lesser, and greater aberrant dragonmarks

MC

MARK OF THE DAUNTLESS

Your dragonmark helps you shake off effects that would daze or stun a normal person, as well as help similarly affected creatures regain their senses.

Prerequisite: Any true dragonmark.

Benefit: You cannot be dazed or stunned. In addition, by touching a dazed or stunned creature as a standard action, you instantly remove that condition.

MARK OF DEFLECTION

Your dragonmark helps deflect attacks made against you.

Prerequisite: Any lesser, greater, or Siberys dragonmark.

Benefit: You gain a deflection bonus to AC based on the strength of your dragonmark.

Dragonmark	ACBonus
Lesser	+1
Greater	+2
Siberys	+3

MARK OF DESTINY

You can call upon the power of your Siberys mark to enhance your combat prowess.

Prerequisite: Any Siberys dragonmark.

Benefit: You can spend 1 action point as a swift action to gain a bonus on attack rolls and weapon damage rolls equal to your heir of Siberys class level for 1 round.

MARK OF MADNESS

Your aberrant dragonmark causes momentary madness in creatures.

Prerequisite: Any aberrant dragonmark.

Benefit: Three times per day as a swift action, you can use your aberrant dragonmark to confuse a creature, as the *lesser confusion* spell. A saving throw against this ability has a DC of 11 + your Cha modifier. This spell-like ability has a caster level equal to one-half your character level.

MARK OF PURITY

Your dragonmark renders you immune to effects that would sicken or nauseate you, and gives you the power to rid others of similar debilitations.

Prerequisites: Divine health or purity of body, any true dragonmark.

Benefit: You cannot be sickened or nauseated. In addition, by touching a sickened or nauseated creature as a standard action, you instantly remove that condition.

MARK OF THE RECOVERY

You draw upon the power of your dragonmark to stay alive.

Prerequisite: Any true dragonmark.

Benefit: If an attack renders you disabled or dying, you can expend one use of a dragonmark power as an immediate action to heal yourself. The number of points of damage you heal is based on the strength of the dragonmark whose power you expend.

Dragonmark	Damage Healed
Least	1d8+1
Lesser	2d8+5
Greater or Siberys	3d8+10

MARK OF RESILIENCE

The power of your dragonmark gives you a survival edge.

Prerequisite: Any true or aberrant dragonmark.

Benefit: Once per day, you can expend one use of any of your dragonmark powers to gain a bonus on a single saving throw. The bonus is based on the strength of the dragonmark whose power you expend.

Dragonmark	SaveBonus
Least	+1
Lesser	+2
Greater	+3
Siberys	+4

A base aberrant dragonmark is equivalent to a least true dragonmark for the purpose of this feat.

MARK OF STARS

If the stars are the eyes of dragons that have ascended to godhood, they are watching over you.

Prerequisite: Any Siberys dragonmark.

Benefit: You are never surprised or flat-footed. In addition, you gain a +2 insight bonus to AC and on Reflex saves.

MARK OF TRUTH

The power of your dragonmark aids your attacks against foes with aberrant marks.

Prerequisite: Any true dragonmark.

Benefit: When you make a successful melee attack against a creature that bears an aberrant dragonmark, you deal an extra 2d6 points of damage.

MARK OF TWELVE MOONS

Your dragonmark has mysterious ties to one of Eberron's twelve moons.

Prerequisite: Any true lesser, greater, or Siberys dragonmark.

Benefit: You gain a +1 inherent bonus to one ability score, chosen according to the type of dragonmark you possess.

Moon	Dragonmark	Ability (Choose One)
Zarantyr	Storm	Dexterity or Intelligence
Olarune	Sentinel	Strength or Wisdom
Therendor	Healing	Wisdom or Charisma
Eyre	Making	Constitution or Intelligence
Dravago	Handling	Strength or Charisma
Nymm	Hospitality	Constitution or Charisma
Lharvion	Detection	Intelligence or Charisma
Barrakas	Finding	Strength or Intelligence
Rhaan	Scribing	Intelligence or Wisdom
Sypheros	Shadow	Dexterity or Charisma
Aryth	Passage	Dexterity or Wisdom
Vult	Warding	Constitution or Wisdom

In addition, if you are an afflicted lycanthrope, you gain a +10 bonus on Control Shape checks.

MARK OF VENGEANCE

Your aberrant dragonmark strikes at the hearts of dragonmarked foes you attack.

Prerequisite: Any aberrant dragonmark.

Benefit: When you make a successful melee attack against a creature that bears a true dragonmark, you deal an extra 1d6 points of damage and heal an equivalent number of hit points yourself. This is a necromantic effect.

MARK OF VERMIN

Your aberrant dragonmark gives you a natural affinity for vermin.

Prerequisite: Any aberrant dragonmark.

Benefit: You can use any druid or ranger spell that normally targets animals against vermin as well. A mindless vermin is considered to have an Intelligence score of 2 when dealing with you, and can be charmed, calmed, or targeted by wild empathy or similar abilities.

In addition, you gain the ability to speak with vermin as a spell-like ability usable once per day (caster level 1st). This is identical to *speak with animals*, but can be used only with vermin and vermin swarms.

MARK OF THE WILDERNESS

As a member of the Wardens of the Wood sect, you call upon the power of your dragonmark to help you defend the wilderness.

Prerequisites: Warden Initiate, any true dragonmark.

Benefit: While in a wilderness environment, you ignore any movement penalties caused by difficult terrain. You can cross bogs, pass through undergrowth, trod through deep snow or sand, and navigate loose rubble at your normal speed.

MARK OF XORIAT

You are what the witches of Droaam call a "byeshkalzah"—a scion of Khyber whose aberrant dragonmark has been warped by exposure to the lingering horrors of Xoriat.

Prerequisite: Mark of Madness.

Benefit: Your aberrant dragonmark turns purple and black, and you gain damage reduction 5/byeshk. For more information on byeshk, see *ECS* 126.

MASTER OF WARDS

You use the power of your dragonmark to shield your allies.

Prerequisite: Any Mark of Warding.

Benefit: Once per day, you can reroll any one Search check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, if you possess the lesser Mark of Warding, you can expend one use of a lesser dragonmark power to grant yourself or a single creature you touch resistance 10 against one form of energy (acid, cold, electricity, fire, or sonic) chosen by you. This benefit lasts for 1 hour.

If you possess a greater Mark of Warding or a Siberys Mark of Warding, you can expend one use of a greater or Siberys dragonmark power to give yourself and all allies within 60 feet resistance 10 against one type of energy (acid, cold, electricity, fire, or sonic) chosen by you. This benefit lasts for 1 hour.

MIGHTY DRAGONMARK

Your dragonmark is particularly strong, and its powers are harder to resist and dispel.

Prerequisite: Any true or aberrant dragonmark.

Benefit: The saving throw DC of your dragonmark spell-like abilities increases by 1, and the caster level of your dragonmark spell-like abilities increases by 2.

NIGHTBORN DRAGONMARK

You are more in tune with your dragonmark at night.

Prerequisite: Any true or aberrant dragonmark.

Benefit: Provided you are not underground, you gain a +1 bonus on attack rolls, saving throws, skill checks, ability checks, and level checks after sunset and before sunrise.

ORIEN BATTLE STRIDE

Thanks to your dragonmark, you are more difficult to push around on the battlefield.

Prerequisite: Any Mark of Passage.

Benefit: You gain a +4 bonus on ability checks made to resist bull rush, overrun, and trip attempts.

Additionally, if you have the lesser, greater, or Siberys Mark of Passage, you can take a 5-foot step as an immediate action if an opponent misses you with a melee or ranged attack. This 5-foot step does not provoke attacks of opportunity.

PROTECTIVE MARK

Your dragonmark makes you more resilient against certain weapon attacks.

Prerequisite: Any lesser, greater, or Siberys dragonmark.

Benefit: You gain damage reduction 5/magic. In addition, you can spend 1 action point as a swift action to increase the damage reduction to DR 10/magic and bludgeoning, DR 10/magic and piercing, or DR 10/magic and slashing for 1 round.

QUICKEN DRAGONMARK

You can use your dragonmark powers more quickly.

Prerequisite: Least Dragonmark.

Benefit: You can use the spell-like abilities of your least dragonmark as a swift action, as if casting a quickened spell. All spell-like abilities of your least dragonmark are quickened should you have more than one (for instance, if you have two levels in the dragonmark heir prestige class or the Dragonmark Prodigy feat).

Special: You must carry a Siberys shard attuned to your dragonmark, worth at least 50 gp, for this ability to function.

You can select this feat multiple times. To take this feat a second time, you must have the Lesser Dragonmark feat and to take it a third time, you must have the Greater Dragonmark feat. The second time you select it, you can quicken the spell-like abilities of your lesser dragonmark. The third time you select it, you can quicken the spell-like abilities of your greater dragonmark. Siberys marks and aberrant dragonmarks are unaffected by this feat.

QUILL OF SIVIS

Your dragonmark makes you more adept at deciphering and using scrolls, as well as avoiding magic traps that involve glyphs, runes, and symbols.

Prerequisite: Any Mark of Scribing.

Benefit: Once per day, you can reroll any one Decipher Script or Forgery check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, you gain a +2 bonus on Use Magic Device checks to decipher written spells or use scrolls.

If you possess the lesser Mark of Scribing, you do not trigger *explosive runes*, *fire trap*, *glyph of warding*, or *sepia snake sigil* spells, and can touch and handle objects protected by such spells without harm. If you possess a greater Mark of Scribing or a Siberys Mark of Scribing, you also do not trigger *symbol* spells (including *dragonmark symbol*; see page 150).

If another creature causes such a spell to trigger and you happen to be in the affected area, you suffer the spell trap's effects as normal.

SENTINEL STANCE

As your dragonmark improves, so does your ability to protect your allies in combat.

Prerequisite: Any Mark of Sentinel.

Benefit: Once per day, you can reroll any one Sense Motive check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, all allies adjacent to you gain a bonus to AC and a bonus on Reflex saves. The bonus depends on the strength of your dragonmark.

Dragonmark	Bonus
Least	+1
Lesser	+2
Greater or Siberys	+3

SHIELD OF SIBERYS

Your dragonmark protects you against the powers of those cursed with aberrant dragonmarks.

Prerequisite: Any true dragonmark.

Benefit: If a creature with an aberrant dragonmark comes within 60 feet of you, you can sense its presence (though not its exact location). In addition, you gain spell resistance equal to 15 + your level in the heir of Siberys prestige class (if any) against the spell-like abilities of aberrant dragonmarks.

STORM'S RIPOSTE

Your dragonmark enables you to make deadly ripostes in melee combat.

Prerequisite: Any Mark of Storm.

Benefit: You can spend 1 action point as an immediate action to make a melee attack against an opponent that has just made a melee attack against you. If your riposte succeeds, you deal an extra 1d6 points of electricity damage or sonic damage (your choice) in addition to normal damage for the attack.

If you have a lesser Mark of Storm, the energy damage from your riposte increases to 2d6. If you have a greater Mark of Storm or a Siberys Mark of Storm, the energy damage increases to 3d6.

STORMRIDER

Your dragonmark improves your balance and ability to weather the elements.

Prerequisite: Any Mark of Storm.

Benefit: Once per day, you can reroll any one Balance check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, you can take 10 on Balance checks, even if threatened or distracted. You also gain a +4 bonus on Fortitude saves against wind effects (*DMG* 95).

If you possess the lesser Mark of Storm, you gain electricity resistance 5 and sonic resistance 5. If you possess a greater Mark of Storm or a Siberys Mark of Storm, you gain electricity resistance 10 and sonic resistance 10.

TRAP WARDEN

Your dragonmark allows you to sense, avert, and disarm traps more easily.

Prerequisite: Any Mark of Finding.

Benefit: Once per day, you can reroll any one Search or Disable Device check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, if you possess the lesser Mark of Finding, you gain a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. If you possess a greater Mark of Finding or a Siberys Mark of Finding, these bonuses increase to +2. These bonuses stack with the bonuses granted by a rogue's trap sense ability.

UMBRAL MARK

Your dragonmark grants you new insight into the ways of shadow, making it harder for opponents to critically wound you.

Prerequisite: Any Mark of Shadow.

Benefit: Once per day, you can reroll any one Hide check. The decision to reroll must be made before learning the outcome of the original roll, and you must accept the result of the second roll.

In addition, any critical hit or sneak attack made against you has a chance to be negated so that damage is instead rolled normally. The chance depends on the strength of your dragonmark.

Dragonmark	Normal Damage
Lesser	25%
Greater or Siberys	50%

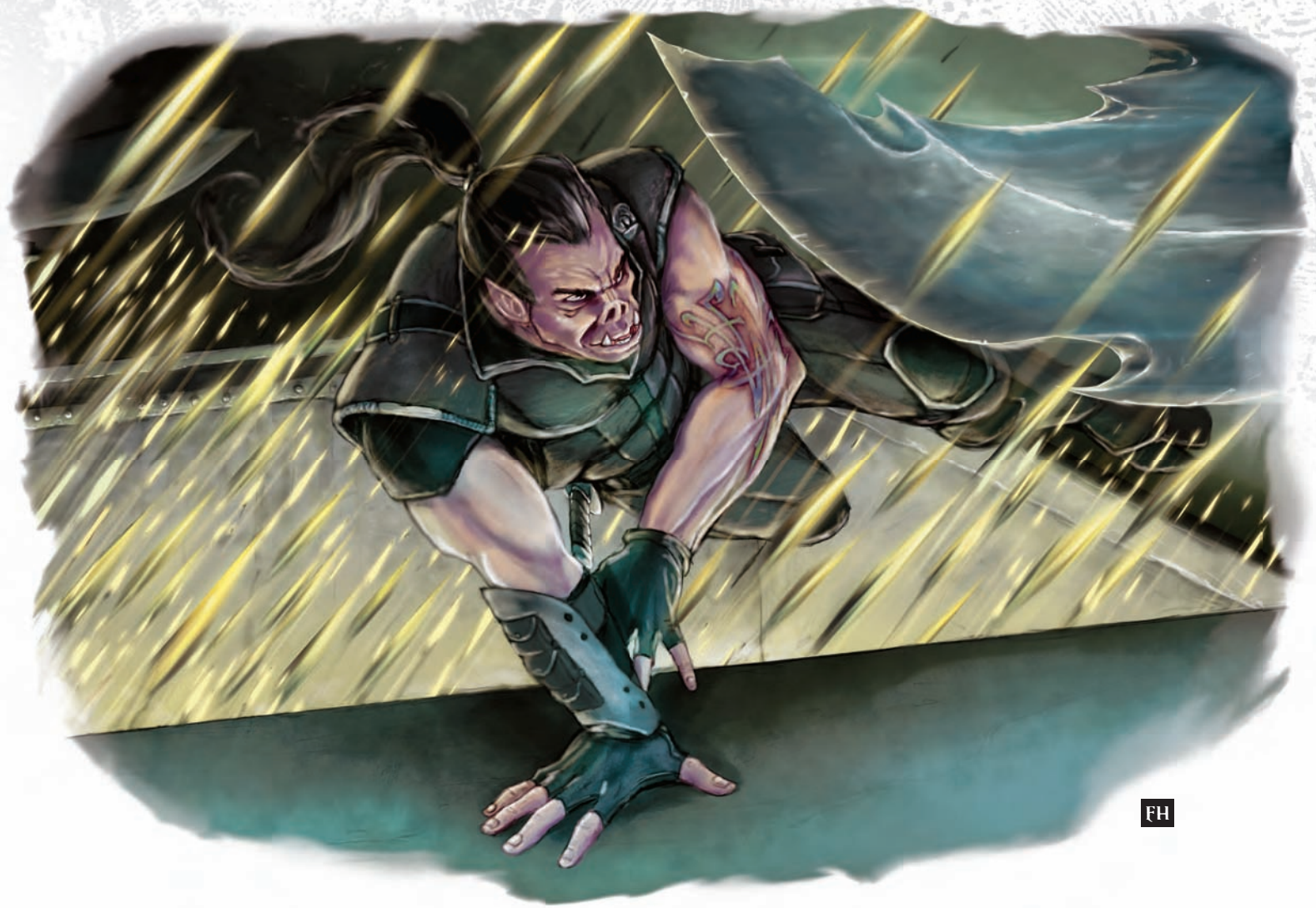
Special: The benefits of this feat do not stack with any other effect that grants a percentage chance to negate extra damage from a critical hit or sneak attack.

UNLOCK DRAGONMARK

You can unlock the other powers of your dragonmark.

Prerequisite: Any least, lesser, or greater true dragonmark.

Benefit: You can spend 1 action point to use any spell-like ability granted by your dragonmark or its lesser versions as a standard action, even if you do not normally have access to those abilities. For example, a character with this feat and the least Mark of Making can spend 1



A House Tharashk half-orc relies on the Trap Warden feat in a deathtrap dungeon

action point to use any of the powers of the least mark, not just those he can normally use. The same character with a greater Mark of Making can spend 1 action point to use any spell-like ability associated with the greater, lesser, or least Mark of Making.

New Siberys dragonmark or aberrant dragonmark powers cannot be unlocked with this feat.

WARD OF KHYBER

Your aberrant dragonmark protects you against the powers of those with true dragonmarks.

Prerequisite: Any aberrant dragonmark.

Benefit: You gain spell resistance against the spell-like abilities of true dragonmarks. The strength of your spell resistance is determined by the power of your aberrant dragonmark.

Aberrant Dragonmark	SR
Base	13
Lesser	17
Greater	21

In addition, you can use a swift action to make your aberrant dragonmark invisible to the naked eye. This ability is usable once per day and has a duration of 1 hour per character level

WINTER'S MARK

As a member of the Children of Winter sect, you use the dark power of your aberrant dragonmark to cleanse the world.

Prerequisites: Child of Winter, any aberrant dragonmark.

Benefit: You can use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature. If the melee touch attack succeeds, roll a number of d6s ("death dice") as determined by the strength of your aberrant dragonmark.

Aberrant Dragonmark	Death Dice
Base	3d6
Lesser	6d6
Greater	9d6

If the total at equals or exceeds the target's current hit points, it dies. A target that has more HD than you gets a Will save (DC 10 + 1/2 your level + your Cha modifier) to resist the effect. Your daily use of this ability is not expended if your melee touch attack fails.

General Tarkanan's plan to infiltrate the houses and uncover their strategies was desperate, and Vins had not expected to succeed—or to make it out alive.
It was better this way.
Better to face death at the point of his enemies' blades than by an assassin's garrote.
Better to die in the sun than to vanish in the night as so many of his aberrant brothers and sisters had.

CHAPTER FOUR

Magic and Dragonmarks

Spellcasters and artificers in the dragonmarked houses have long experimented with dragonmarks, realizing the magical potential they contain and developing spells that extend the usefulness and power of the marks.

Outside of the house, the aberrants have also developed dragonmark magic by tapping into the raw energy of their unpredictable marks and shaping it to defend against those who would persecute them.

This chapter presents spells that can hide a dragonmark, harm one who carries a mark, or even summon a dragonmark to fight for its bearer. This chapter also describes specialized magic items used by the dragonmarked houses and explains more about the aberrants and the War of the Mark.

Spells

The following new spells are available only to spellcasters with true or aberrant dragonmarks, as indicated by a "Dr" in the components line. Developed over the years by house spellcasters, these spells are particularly effective against dragonmarked foes.

Some spells require a certain type of dragonmark to cast, as noted in the spell description. Some spells that allow saving throws grant a bonus on the save to characters whose dragonmarks are one or more steps more powerful than the caster's, in order of least, lesser, and greater. For the purpose of determining the number of steps between the caster's mark and another creature's mark, a Siberys dragonmark is treated as a greater mark and a base aberrant dragonmark is treated as a least dragonmark.

A base aberrant dragonmark is treated as a least dragonmark for the purpose of determining spell effects based on mark.

Magic of Eberron contains additional dragonmark-related spells, in particular *detect dragonmark* and *suppress dragonmark*.

New Artificer Infusions

1st Level

Entangling Dragonmark: Dragonmarked creature is entangled.

Summon Marked Homunculus: Summons a homunculus that explodes when destroyed.

2nd Level

Ignite Dragonmark: Target takes 1d6/level fire damage, has dragonmarked powers temporarily suppressed.

Ray of Retaliation: Ray attack is reflected back at its originator to deal force damage.

3rd Level

Dragonmarked Weapon: Weapon deals +1d6 damage to dragonmarked foes, hardness increases by 50%.

5th Level

Dragonmarked Weapon, Greater: Weapon deals +2d6 damage to dragonmarked foes, hardness is doubled.

New Assassin Spell

1st Level

Mask Aberrant Dragonmark: Reshapes your aberrant dragonmark into the likeness of a true dragonmark.

New Bard Spells

1st Level

Mask Aberrant Dragonmark: Reshapes your aberrant dragonmark into the likeness of a true dragonmark.

2nd Level

Dancing Dragonmark: One dragonmarked creature/level is nauseated.

Ray of Retaliation: Ray attack is reflected back at its originator to deal force damage.

3rd Level

Summon Living Dragonmark: Summons a living dragonmark for 1 round/level.

4th Level

Taunt Dragon: Dragon must attack you or take a penalty on attack rolls, skill checks, and saving throws.

5th Level

Dragonmark Demesne: Creates hemispherical shelter for you and 25 creatures.

Spell Haven[F]**:** Stores one spell in your dragonmark.

NEW CLERIC SPELLS

2nd Level
Fortify Dragonmark: Your dragonmark has a chance of negating critical hits and sneak attacks.
Ignite Dragonmark: Target takes 1d6/level fire damage, has dragonmarked powers temporarily suppressed.

3rd Level
Cursed Dragonmark: Any dragonmark power used by the target has a 50% chance of failing.
Dragonmarked Weapon: Weapon deals +1d6 damage to dragonmarked foes, hardness increases by 50%.
Summon Living Dragonmark: Summons a living dragonmark for 1 round/level.

5th Level
Banish Dragonmark: Target loses dragonmark for 1 day/level.
Dragonmarked Weapon, Greater: Weapon deals +2d6 damage to dragonmarked foes, hardness is doubled.
Spell Haven[F]**:** Stores one spell in your dragonmark.

6th Level
Dragonmark Symbol[M]**:** Triggered rune nauseates nearby creatures except those who share the caster's dragonmark.

NEW DRUID SPELLS

2nd Level
Ignite Dragonmark: Target takes 1d6/level fire damage, has dragonmarked powers temporarily suppressed.

5th Level
Mark of the Wild: Animals do not attack or threaten you.

6th Level
Dragonblood Beast: Target animal gets improved bite attack, natural armor, wings and fly speed.

NEW PALADIN SPELLS

2nd Level
Dragonmarked Weapon: Weapon deals +1d6 damage to dragonmarked foes, hardness increases by 50%.
Fortify Dragonmark: Your dragonmark has a chance of negating critical hits and sneak attacks.

4th Level
Dragonmarked Weapon, Greater: Weapon deals +2d6 damage to dragonmarked foes, hardness is doubled.
Taunt Dragon: Dragon must attack you or take a penalty on attack rolls, skill checks, and saving throws.

NEW RANGER SPELLS

2nd Level
Dragonmarked Weapon: Weapon deals +1d6 damage to dragonmarked foes, hardness increases by 50%.

4th Level
Dragonmarked Weapon, Greater: Weapon deals +2d6 damage to dragonmarked foes, hardness is doubled.
Mark of the Wild: Animals do not attack or threaten you.

NEW SORCERER/WIZARD SPELLS

1st Level
Dragonmark Shield: Intangible shield blocks *magic missiles*, provides bonus to AC, bonus on Reflex saves.
Entangling Dragonmark: Dragonmarked creature is entangled.
Mask Aberrant Dragonmark: Reshapes your aberrant dragonmark into the likeness of a true dragonmark.
Summon Marked Homunculus: Summons a homunculus that explodes when destroyed.

2nd Level
Fortify Dragonmark: Your dragonmark has a chance of negating critical hits and sneak attacks.
Ignite Dragonmark: Target takes 1d6/level fire damage, has dragonmarked powers temporarily suppressed.
Ray of Retaliation: Ray attack is reflected back at its originator to deal force damage.

3rd Level
Dragonmark Whip: Whip deals 1d8 +1/level damage or channels touch spell with attack.
Dragonmarked Weapon: Weapon deals +1d6 damage to dragonmarked foes, hardness increases by 50%.
Hide from Dragons: Dragons can't sense you.
Marked Pulse: 20-ft.-radius burst deals force damage to 1 creature/level, can knock targets prone.
Summon Living Dragonmark: Summons a living dragonmark for 1 round/level.

4th Level
Cursed Dragonmark: Any dragonmark power used by the target has a 50% chance of failing.

5th Level
Banish Dragonmark: Target loses dragonmark for 1 day/level.
Dragonmark Demesne: Creates hemispherical shelter for you and 25 creatures.
Dragonmarked Weapon, Greater: Weapon deals +2d6 damage to dragonmarked foes, hardness is doubled.
Spell Haven[F]**:** Stores one spell in your dragonmark.

6th Level
Dragonmark Symbol[M]**:** Triggered rune nauseates nearby creatures except those who share the caster's dragonmark.
Dragonmark Whip, Greater: As *dragonmark whip* but deals more damage, channels higher-level spells.

NEW SPELLS AND INFUSIONS

The spells herein are presented in alphabetical order (with the exception of those whose names begin with "greater").

BANISH DRAGONMARK

Abjuration
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, M, Dr
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One dragonmarked creature
Duration: 1 day/level

Saving Throw: Will negates
Spell Resistance: Yes

You utter a harsh incantation and point a finger at the target. Suddenly, your foe's dragonmark begins to writhe and separate from its body.

If the target fails its save, its dragonmark is stripped away for the spell's duration. The affected subject cannot use any of its dragonmarked spell-like abilities (or other abilities that rely on dragonmarks) during this time.

If the target creature's dragonmark is one step more powerful than yours, the creature gains a +2 bonus on its Will save. If the target creature's dragonmark is two steps more powerful than yours, the creature gains a +4 bonus on its save.

Material Component: A pinch of Eberron dragonshard dust.

Dragonmark: Any true or aberrant dragonmark.

CURSED DRAGONMARK

Necromancy
Level: Cleric 3, sorcerer/wizard 4
Components: V, S, Dr
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One dragonmarked creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You trace a pattern in the air with your hand as this spell is cast. In response, the target's dragonmark seems to twist and curl in.

Every time the target creature attempts to use or expend one of its dragonmark powers, there is a 50% chance that the attempt fails, wasting that use of the mark. A *cursed dragonmark* can be restored to normal with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Dragonmark: Any true or aberrant dragonmark.

DANCING DRAGONMARK

Transmutation
Level: Bard 2
Components: V, Dr
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one dragonmarked creature per level, all within 30 ft. of each other
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

You recite a lyrical verse. Suddenly, dragonmarked creatures in the area become nauseated as their marks begin to writhe and dance on their skin.

A creature affected by *dancing dragonmark* is nauseated.

If the target creature's dragonmark is one step more powerful than yours, the creature gains a +2 bonus on its Will save. If the target creature's dragonmark is two steps more powerful than yours, the creature gains a +4 bonus on its Will save.

Dragonmark: Any true or aberrant dragonmark.

DRAGONBLOOD BEAST

Transmutation
Level: Druid 6
Components: V, S, M, Dr
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 hour/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You toss a pinch of dragonshard dust into the air and call upon the power of the constellations. Motes of light, colored like your dragonmark, swirl around the target creature as it assumes a more dragonlike form.

The subject gains the dragonblood subtype (see page 140) as well as one or more of the following physical traits chosen by you at the time of casting.

Dragon's Scales: Dragonlike scales give the target a natural armor bonus equal to +1 per two caster levels (maximum +10). If the animal already has scales, its own scales become more resilient.

Dragon's Teeth: Damage from the target's bite attack increases by one step, as if the creature's size had increased by one category. To determine the amount of the increase, find the bite attack's damage on one of the two progressions given below and improve it to the next higher die value.

Progression 1: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

Progression 2: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

If the target does not normally have a bite attack, it does not gain one from this spell.

Dragon's Wings: These wings give the target a fly speed of 90 feet (poor). If the target already has wings, they transform to look more like dragon's wings, but its fly speed and maneuverability remain unchanged.

Special: A character with any Mark of Handling casts this spell at an increased caster level. The increase in caster level depends on the strength of the caster's dragonmark.

Dragonmark	CasterLevel
Least	+1
Lesser	+2
Greater or Siberys	+3

Material Component: A pinch of Siberys dragonshard dust (if the caster has a true dragonmark) or Khyber dragonshard dust (if the caster has an aberrant dragonmark).

Dragonmark: Any true or aberrant dragonmark.

DRAGONMARK DEMESNE

Evocation [Force]
Level: Bard 5, sorcerer/wizard 5
Components: V, S, Dr
Casting Time: 1 standard action
Range: 0 ft.
Effect: 20-ft.-radius sphere centered on your location
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

A 20-foot-radius sphere of force, in the colors of your dragonmark, shimmers to life around you.

When you cast this spell, you create an opaque sphere of shimmering force. The upper half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Once created, the *dragonmark demesne* cannot move. The top hemisphere can hold as many as twenty-five Medium creatures. Creatures outside the sphere cannot enter it without your permission, but any creature inside the sphere can move freely out of it. You can remove yourself from the sphere without ending the spell, but while you are outside the *dragonmark demesne*, you cannot use any of your dragonmark powers for as long as the sphere persists.

The temperature inside the *dragonmark demesne* is a steady 70° F. The sphere also provides protection against the elements, such as rain, dust, and sandstorms. The sphere withstands any wind of less than hurricane force, but a hurricane or stronger wind destroys it (*DMG* 95). A *disintegrate* spell also destroys a *dragonmark demesne*.

The interior of the sphere is brightly lit. Although the sphere is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the sphere without affecting it, although the occupants cannot be seen from outside the sphere (they have total concealment).

You must be standing at ground level to cast this spell.

Dragonmark: Any true or aberrant dragonmark.

DRAGONMARK SHIELD

Abjuration [Force]
Level: Sorcerer/wizard 1
Components: V, Dr
Casting Time: 1 swift or immediate action; see text
Range: Personal
Target: You
Duration: 1 round; see text

A translucent shield of turquoise energy shaped like your dragonmark springs into existence to protect you.

The *dragonmark shield* hovers in front of you and moves with you. It negates *magic missile* attacks directed at you. In addition, it provides a shield bonus to AC and a bonus on Reflex saves based on the strength of your dragonmark.

Dragonmark	Bonus
Least	+2
Lesser	+3
Greater	+4
Siberys	+5

The shield bonus to AC applies against incorporeal touch attacks, since the *dragonmark shield* is a force effect. The *dragonmark shield* has no armor check penalty or arcane spell failure chance.

If you use an immediate action to invoke the *dragonmark shield*, it disappears at the end of your next turn.

Dragonmark: Any true dragonmark.

DRAGONMARK SYMBOL

Abjuration
Level: Cleric 6, sorcerer/wizard 6
Components: V, S, M, Dr
Casting Time: 10 minutes
Range: 0 ft.; see text
Effect: One symbol
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates
Spell Resistance: No

You use a dragonshard to trace a copy of your dragonmark on a surface. The shard disappears as you complete the rune, which glows momentarily, then fades away.

This spell functions like *symbol of death* (*PH* 289), except that each creature within the radius of a *dragonmark symbol* must attempt a Fortitude saving throw each round at the beginning of its turn. Failure means that a creature is nauseated. These effects end after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *dragonmark symbol* has no hit point limit; once triggered, a *dragonmark symbol* simply remains active for 10 minutes per caster level.

Creatures possessing the dragonmark of your house do not trigger the symbol and are unaffected by it if it is triggered by others. However, they sense its presence if they are within 60 feet. Because aberrant dragonmarks are unique, a *dragonmark symbol* spell cast by a character with an aberrant dragonmark affects all creatures except the caster.

You can make a *dragonmark symbol* permanent using a *permanency* spell (CL 14th, 3,000 XP).

Note: Magic traps such as *dragonmark symbol* are hard to detect and disable. A rogue (only) can use the Search skill to find a *dragonmark symbol* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *dragonmark symbol*.

Material Component: A Siberys dragonshard (if you possess a true dragonmark) or a Khyber dragonshard (if you possess an aberrant dragonmark) worth at least 1,000 gp.

Dragonmark: Any true or aberrant dragonmark.

DRAGONMARK WHIP

Transmutation
Level: Sorcerer/wizard 3
Components: S, Dr
Casting Time: 1 swift action
Range: Personal
Effect: One 10-foot-long whip
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Your dragonmark begins to writhe and uncoil, springing from your hand as a 10-foot-long whip of scintillating energy.

A *dragonmark whip* is treated as a magic weapon for the purpose of bypassing damage reduction. It has a 10-foot reach, but you do not threaten the area into which you can make an attack. You are considered proficient in its use, and it cannot be targeted by sunder or disarm attempts. Each successful melee attack with a *dragonmark whip* deals 1d8 points of damage +1 point per caster level (maximum +10).

You can use a dragonmark whip to deliver touch spells of 4th level or lower instead of actually touching your target. This is treated as a normal touch attack, but uses the whip's reach and your attack bonus with the whip. On a successful attack, the whip does no damage. You cannot hold the charge if you miss with a *dragonmark whip*.

If a *dragonmark whip* fails to penetrate the spell resistance of a chosen target, it cannot damage that target for the remainder of the spell's duration.

While a *dragonmark whip* is uncoiled, you appear to have no dragonmark on your body, but you can use any of your dragonmark spell-like abilities as normal.

Dragonmark: Any lesser or greater true or aberrant dragonmark, or any Siberys dragonmark.

DRAGONMARK WHIP, GREATER

Transmutation
Level: Sorcerer/wizard 6
Components: S, Dr

As *dragonmark whip*, except that the whip has a reach of 20 feet, deals up to 1d8+20 points of damage, and can be used to deliver touch spells of 7th level or lower.

Dragonmark: Any greater true or aberrant dragonmark, or any Siberys dragonmark.

DRAGONMARKED WEAPON

Transmutation
Level: Artificer 3, cleric 3, paladin 2, ranger 2, sorcerer/wizard 3
Components: V, S, Dr
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 minute/level
Saving Throw: Will negates (object, harmless)
Spell Resistance: No

You imbue the touched weapon with the power of your dragonmark, a ghostly likeness of which appears on the weapon's surface.

A weapon under the effect of this spell deals an extra 1d6 points of damage to any dragonmarked creature whose mark does not correspond to the caster's dragonmarked house. Because aberrant dragonmarks are unique, a *dragonmarked weapon* created by a caster with an aberrant dragonmark deals its extra damage to all dragonmarked creatures (except the caster). In addition, a dragonmarked weapon's hardness increases by 50% for the spell's duration.

A mundane weapon under the effect of this spell is treated as a magic weapon for the purpose of bypassing damage reduction.

Casting this spell on a bow, crossbow, or sling bestows the extra damage benefit upon the weapon's ammunition.

Dragonmark: Any true or aberrant dragonmark.

DRAGONMARKED WEAPON, GREATER

Transmutation
Level: Artificer 5, cleric 5, paladin 4, ranger 4, sorcerer/wizard 5
Components: V, S, Dr

A wizard of House Cannith casts dragonmark whip

WM

As *dragonmarked weapon*, except that the weapon deals an extra 2d6 points of damage to any dragonmarked creature whose mark does not correspond to the caster's dragonmarked house. In addition, the weapon's hardness is doubled for the spell's duration.

Dragonmark: Any greater true or aberrant dragonmark, or any Siberys dragonmark.

ENTANGLING DRAGONMARK

Transmutation
Level: Artificer 1, sorcerer/wizard 1
Components: V, S, Dr
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One dragonmarked creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

With a simple gesture and utterance, you entangle the target in strands of energy that erupt from its own dragonmark.

A target that fails its saving throw is entangled for the duration of the spell.

Dragonmark: Any true or aberrant dragonmark.

FORTIFY DRAGONMARK

Abjuration
Level: Cleric 2, paladin 2, sorcerer/wizard 2
Components: V, S, Dr
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 round/level

Your dragonmark tingles as its energy blocks the most potent attacks of your adversaries.

Any critical hit or sneak attack made against you has a chance to be negated so that damage is instead rolled normally. The chance depends on the strength of your dragonmark.

Dragonmark	Normal Damage
Least	25%
Lesser	75%
Greater or Siberys	100%

The benefits of this spell do not stack with any other effect that grants a percentage chance to negate extra damage from a critical hit or sneak attack.

Dragonmark: Any true dragonmark.

HIDE FROM DRAGONS

Abjuration
Level: Sorcerer/wizard 3
Components: S, Dr
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You trace a pattern in the air, and a faint aura the same color as your dragonmark appears around you.

While you are under the effect of this spell, dragons cannot see, hear, or smell you. Even extraordinary and supernatural sensory capabilities (including blindsense, blindsight, scent, and tremorsense) cannot detect or locate you. If you touch a dragon or attack any creature (even with a spell), this spell ends. If a dragon learns of your location by other means (for example, if another creature tells it where you are, or if you disturb its treasure hoard), it can attempt to attack you. However, you still have total concealment against it.

Dragonmark: Any true or aberrant dragonmark.

IGNITE DRAGONMARK

Transmutation [Fire]
Level: Artificer 2, cleric 2, druid 2, sorcerer/wizard 2
Components: V, S, Dr
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One dragonmarked creature
Duration: Instantaneous
Saving Throw: Will half; see text
Spell Resistance: Yes

With a soft utterance and a sharp thrust of your hand, you cause the target's dragonmark to burst into flame.

The target's dragonmark ignites momentarily, dealing it 1d6 points of fire damage per caster level (maximum 5d6). In addition, the target cannot use any of its dragonmark powers for 1 round per 5 points of damage taken (rounded down).

Dragonmark: Any true or aberrant dragonmark.

MARK OF THE WILD

Transmutation
Level: Druid 5, ranger 4
Components: V, S, Dr
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

Your dragonmark grows warm. Dangerous animals nearby no longer regard you as a threat.

For the duration of the spell, no animal threatens or attacks you unless you attack it first. The spell's duration depends on the strength of your dragonmark.

Dragonmark	Duration
Least	1 min./level
Lesser	10 min./level
Greater or Siberys	1 hour/level

If you attack any animal, the spell ends immediately.

Dragonmark: Any true or aberrant dragonmark.

MARKED PULSE

Evocation [Force]
Level: Sorcerer/wizard 3
Components: V, S, Dr
Casting Time: 1 immediate action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

You unleash a pulse of bluish-green energy that slams into your foes.

Creatures you select within the spell's area take force damage based on the strength of your dragonmark.

Dragonmark	Force Damage
Least	2d6
Lesser	3d6
Greater	4d6
Siberys	5d6

If you possess a greater or Siberys dragonmark, any creature that fails its Fortitude save is also knocked prone.

Dragonmark: Any true dragonmark.

MASK ABERRANT DRAGONMARK

Transmutation
Level: Assassin 1, bard 1, sorcerer/wizard 1
Components: V, S, Dr
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You reshape your aberrant dragonmark to make it look like a true dragonmark.

This spell physically alters your aberrant dragonmark to look like one of the twelve true dragonmarks (your

choice). You do not gain any of the spell-like abilities of the true dragonmark, but you are treated as having that particular dragonmark for the purpose of being able to cast spells or use magic items that require you to have a mark of that type. You can continue to use your aberrant dragonmark spell-like abilities as normal.

If you have a base aberrant dragonmark, you can reshape it into the form of any least true dragonmark. If you have a lesser or greater aberrant dragonmark, you can reshape it into a lesser or greater true dragonmark, respectively.

This spell taxes the body. At the end of the spell's duration, you are nauseated for 1d10 rounds.

Dragonmark: Any aberrant dragonmark.

RAY OF RETALIATION

Abjuration [Force]
Level: Artificer 2, bard 2, sorcerer/wizard 2
Components: S, Dr
Casting Time: 1 immediate action
Range: See text
Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You raise your hand to block an incoming ray attack and absorb the energy into your dragonmark. An instant later, a ray of force, colored like your dragonmark, springs from your outstretched hand and races back toward your attacker.

When you are hit with a ray attack, you can cast this spell to negate the ray's effect and turn its energy back against its caster. You must be aware of the ray attack and not flat-footed. Casting this spell is an immediate action that does not provoke attacks of opportunity. You must succeed on a ranged touch attack. If the ray hits and penetrates the target's spell resistance (if any), you deal an amount of force damage determined by the strength of your dragonmark.

Dragonmark	ForceDamage
Least	1d6 per 2 caster levels (max. 5d6)
Lesser	1d8 per 2 caster levels (max. 5d8)
Greater or Siberys	1d6 per caster level (max. 10d6)

Your ray is a force effect with the same range as the original ray. You cannot use the ray to attack any target other than the caster of the original ray.

Dragonmark: Any true or aberrant dragonmark.

SPELL HAVEN

Transmutation
Level: Bard 5, cleric 5, sorcerer/wizard 5
Components: V, S, F, Dr
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Permanent until discharged (D)

You touch a dragonshard to your forehead and concentrate, causing your dragonmark to tingle as it transforms into a receptacle capable of storing a single spell.

This spell allows you to store another spell within your dragonmark. You can store any spell you can normally cast that has a casting time of 1 round or less. Only one such spell can be stored in your dragonmark at any time, and the maximum level of the stored spell depends on the strength of your dragonmark.

Dragonmark	Maximum Spell Level
Least	1st
Lesser	3rd
Greater or Siberys	5th

The spell stored within your dragonmark can be cast as an immediate action and does not count against your normal limit of spells per day. Any necessary material components for the stored spell are consumed when the spell is stored.

A spell bound to your dragonmark cannot be lost or stolen by any effect that affects spells prepared or available spell slots.

Focus: A Siberys dragonshard (for casters with true dragonmarks) or a Khyber dragonshard (for casters with aberrant dragonmarks) worth at least 500 gp per level of the bound spell.

Dragonmark: Any true or aberrant dragonmark.

SUMMON LIVING DRAGONMARK

Conjuration (Summoning) [Force]
Level: Bard 3, cleric 3, sorcerer/wizard 3
Components: V, S, Dr
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned living dragonmark
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You summon a writhing mass of energy with a vaguely dragonlike form, not unlike a three-dimensional version of your dragonmark.

A living dragonmark appears where you designate within the spell's range and acts immediately, on your turn. It attacks your opponents to the best of its ability, and you can direct it to attack particular enemies. It cannot perform any other actions.

You can summon only one living dragonmark at a time.

Dragonmark: Any lesser, greater, or Siberys true dragonmark.

LIVING DRAGONMARK — CR ~

N Medium ooze
Init +4; **Senses** blindsight 60 ft.; Listen +0, Spot +0

AC see below
hp see below (6 HD); **DR** 10/magic
Immune acid, cold, electricity, fire, sonic, positive and negative energy, ooze immunities
Fort +2, **Ref** +6, **Will** +2

Speed fly 60 ft. (perfect)
Melee force slam +8 (see below)
Base Atk +4; **Grp** +8
Atk Options constrict, improved grab

Abilities Str 18, Dex 18, Con —, Int —, Wis 11, Cha 10
SQ ooze traits

AC In addition to its +4 Dexterity bonus to AC, a living dragonmark gains a deflection bonus to AC equal to its summoner's Charisma modifier.

Hit Points A living dragonmark summoned by a caster with a lesser dragonmark has 33 hit points. If its summoner bears a greater dragonmark or Siberys dragonmark, it has 48 hit points.

Force Slam (Ex) A living dragonmark's slam attack deals an amount of force damage based on the strength of the summoner's dragonmark.

Dragonmark	Damage
Lesser	1d6+6
Greater	1d8+6
Siberys	2d6+6

Improved Grab (Ex) To use this ability, a living dragonmark must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex) On a successful grapple check, a living dragonmark deals normal force slam damage (see above). It cannot constrict creatures larger than itself.

A cleric of House Thuranni summons a living dragonmark

SUMMON MARKED HOMUNCULUS

Conjuration (Summoning)
Level: Artificer 1, sorcerer/wizard 1
Components: V, S, M, Dr
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned homunculus
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You throw a pinch of dragonshard dust into the air, which swirls about and coalesces into a miniature construct.

This spell allows a caster with the Mark of Making to summon a special homunculus. If you possess a least Mark of Making, you can summon a dedicated wright, expeditious messenger, or furtive filcher homunculus (*ECS* 284–286), or an arbalester homunculus (*Magic of Eberron* 152). If you possess a more powerful Mark of Making, you can instead summon a true homunculus (*MM* 154), an iron defender (*ECS* 287), a packmate (*MoE* 153), or a persistent harrier (*MoE* 153).

A small glyph resembling your dragonmark appears somewhere on the homunculus's body. If the homunculus is reduced to 0 hit points, it explodes in a burst of blue, green, and purple light that deals 1d6 points of damage to all adjacent creatures except you.

Material Component: A pinch of dragonshard dust.

Dragonmark: Any Mark of Making.

TAUNT DRAGON

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 4, paladin 4
Components: V, Dr
Casting Time: 1 swift action
Range: Long (400 ft. + 40 ft./level)
Target: One dragon
Duration: 1 round/level (D); see text
Saving Throw: Will negates
Spell Resistance: Yes

Your dragonmark flares to life, and with a shout, you draw the instant ire of a dragon.

This spell tricks a dragon into focusing all its fury on you. You must have line of sight to the dragon, and it must be able to see you. If the dragon fails its save and does anything except attack you or move to attack you, it takes a penalty on attack rolls, skill checks, and saving throws based on the strength of your dragonmark.

Dragonmark	Penalty
Least	–5
Lesser	–10
Greater or Siberys	–20

The spell ends abruptly if line of sight between you and the dragon is broken, or if you are disabled, dying, or dead. A dragon under the effect of multiple *taunt dragon* spells takes the penalties only if it fails to attack or move toward the caster who affected it last.

Dragonmark: Any true dragonmark.

Dragonmarked Items

The dragonmarked houses are constantly developing new items that augment or improve the powers of the dragonmarked.

Dragonshard Focus Items

These items take the raw power of dragonshards and shape it in unusual and useful ways.

Crown of High Dominion

Control of the weather is one of the most important powers of House Lyrandar. The *crown of high dominion* enhances the wearer's ability to influence weather patterns, and these items play an important part in the work of the Raincallers Guild.

Description: This thin circlet of metal is the size and shape of a crown. It is made of mithral but covered with blue and white enamel whose pattern suggests a cloudy sky. The shade of blue changes depending on the weather it is used to generate: light for fair weather, dark for storms.

Prerequisite: A *crown of high dominion* can be used only by an elf with the lesser or greater Mark of Storm.

Activation: A prospective user must bond with the *crown* by wearing it for a period of 24 hours. Thereafter, the *crown* activates any time the wearer uses the appropriate dragonmark powers. The character can remove the *crown* without losing the bond, but he loses his connection if anyone else forms a bond with the *crown*.

Effect: The *crown of high dominion* enhances two powers of the Mark of Storm.

If the wearer uses the *control weather* power of the greater Mark of Storm, the radius is increased to 6 miles and the duration is maximized to 48 hours.

Alternatively, the user can expend one use of any power of the lesser Mark of Storm to generate light rain. This effect lasts for 1 hour and covers a 1-mile-radius area centered on the user. This rain imposes a –4 penalty on Spot and Search check, as well as any other effects determined by the DM.

Aura/Caster Level: Strong conjuration. CL 13th.

Construction: Craft Wondrous Item, *control weather*, creator must possess the greater Mark of Storm, 9,000 gp, 720 XP, 18 days.

Weight: 1 lb.

Price: 18,000 gp.

Serpentine Mirror

These massive mirrors are one of the key tools of the intelligence networks of House Phiarlan and House Thuranni, allowing heirs with the lesser or Siberys Mark of Shadow to engage in extended *scrying*. Such treasures are often hidden away in the houses' greatest enclaves.

Description: What at first glance appears to be a small, low table has a thin layer of mithral on its surface, polished to a mirror finish. The reflection it casts is astonishingly sharp and clear—almost more real than the mirror's actual surroundings. Four silver snakes are carved into the rim of the table, each holding a glittering golden dragonshard in its mouth. The pedestal supporting the mirror is made of stone, and it is heavy and difficult to move.

Prerequisite: A *serpentine mirror* can be used only by an elf with the lesser Mark of Shadow (*scrying*), or the Siberys Mark of Shadow (*greater scrying*).

Activation: Activating a *serpentine mirror* is a standard action that requires the character to expend one use of a dragonmark power—either *scrying* (lesser Mark of Shadow) or *greater scrying* (Siberys Mark of Shadow).

Effect: A *serpentine mirror* duplicates the effect of *greater scrying* (DC 18). Once it is activated, a *serpentine mirror* remains active for as long as the user is conscious and within 1 foot. The user can change the target of the mirror as a standard action, and so can scry on any number of targets with a single use of the Mark of Shadow. The image fades if the user moves more than 1 foot away from the mirror, and he must expend another use of a dragonmark power to reactivate it.

Aura/Caster Level: Strong divination. CL 13th.

Construction: Craft Wondrous Item, *greater scrying*, creator must possess the lesser Mark of Shadow or the Siberys Mark of Shadow, 45,500 gp, 3,640 XP, 91 days.

Variants: Some *serpentine mirrors* allow the user to send a brief message to a creature pictured in the mirror. Sending a message is a standard action and duplicates the effect of a *message* spell. (Faint transmutation, *message*, +10,000 gp).

Weight: 400 lb.

Price: 91,000 gp.

Shadow Eye

Scrying allows the caster to target a known creature, but the work of the Houses of Shadow often involves spying on unknown creatures or in areas that are unoccupied. A character who holds one of these jewels can automatically target the matching *eye* with the *scrying* powers of the Mark of Shadow, allowing Phiarlan or Thuranni agents to monitor any location where an agent can place an *eye*.

Description: Each of these jewels appears to be two slivers of translucent golden dragonshard bound together by copper bands. Studying a jewel more closely reveals a single hair pressed between the two shards.

Prerequisite: *Shadow eyes* can be used only by an elf with the lesser Mark of Shadow (*scrying*), or the Siberys Mark of Shadow (*greater scrying*).

Activation: A *shadow eye* has no inherent power of its own: it is simply a target. *Shadow eyes* are not active magic items, and as such are not revealed by *detect magic* or *detect scrying*.

Effect: A character touching one *shadow eye* can target the matching *shadow eye* with the *scrying* power of the lesser Mark of Shadow or the *greater scrying* power of the Siberys Mark of Shadow with no risk of failure.

Aura/Caster Level: None.

Construction: Craft Wondrous Item, *scrying*, crafter must have the lesser Mark of Shadow or the Siberys Mark of Shadow, 200 gp, 16 XP, 1 day (produces one linked pair of *eyes*).

Weight: —

Price: 400 gp/pair.

Aberrant Marks

The twelve true dragonmarks are central to life in Khorvaire. Even those who have never seen one firsthand know of the dragonmark powers and the exploits of the heirs who carry them. However, few know that not all the dragonmarks of Khorvaire fit within the hierarchy of the twelve houses—and those who do know have reason to keep such knowledge to themselves.

To those versed in the lore and legends of the Five Nations, aberrant dragonmarks conjure up images of monsters in human form—terrifying creatures driven mad by their own powers, who can kill with a touch or control the forces of fire and fear. In Sharn, mothers still frighten their children with tales of the Lady of the Plague. Even the most reasoned people whisper that aberrant dragonmarks are signs of the Dragon Below, and that those who bear these symbols are cursed souls who spread misfortune wherever they go.

DARK REFLECTIONS

On the surface, aberrant dragonmarks are similar to their true counterparts. An aberrant mark allows its bearer to make use of a spell-like ability once per day. It appears as a mark on the skin that grows warm when its ability is used, and a mark that is damaged or removed eventually returns. The design of the mark is a sinuous pattern of lines, often with a vaguely draconic shape. However, that's where the similarities end.

The true dragonmarks have a standard form. Two characters with the lesser Mark of Passage have exactly the same design on their skin, and each mark is drawn in lines of vivid blue and green. A child of two dragonmarked heirs has a good chance of manifesting a mark, and all dragonmarks of a particular type bestow the same range of powers on those who bear them.

None of these things holds true for aberrant dragonmarks. No two aberrant marks are identical. Certain standard patterns provide hints as to the powers they grant, but two aberrant marks that grant the same power can be wildly divergent in appearance. Aberrant dragonmarks come in a wide range of colors, including oily black, blood red, and vivid green. The flesh around an aberrant dragonmark is often covered with welts and boils, and marks related to fire sometimes leave scars or burns on the skin.

This has contributed to the dark reputation of aberrant dragonmarks, with observers often mistaking such disfigurement as a symptom of disease. However, this scarring is usually confined to the mark, and has no adverse effect on the bearer. The child of aberrant parents might develop an aberrant dragonmark, but if so, it could bestow any of the aberrant powers. There is no Mark of Fire or Mark of Fear, and this lack of a clear lineage is a defining element of the aberrant marks.

HIDDEN HISTORY

Who was the first person to manifest an aberrant dragonmark? Did he consider his power to be a blessing or a curse? The answers will likely never be known. Over the course of centuries, the archivists and bards of the dragonmarked houses have carefully compiled a one-sided version of history. The aberrants slain in the War of the Mark never had a chance to tell their story, and fact can no longer be distinguished from superstition.

Aberrant dragonmarks appear to have come into existence at the same time as the true dragonmarks. The first records of aberrant marks refer only to individuals as opposed to families. Scholars believe that aberrant dragonmarks appeared sporadically and were only rarely passed to children. Fragmentary histories paint a grim picture of the "children of Khyber," attributing all manner of depravity to the bearers of aberrant marks. Of course, these tales also attribute astonishing powers to the early aberrants, such as the story of one who burned down an entire thorp with a wave of his hand because he "desired warmth." Whether these stories have any grain of truth or not, tales of aberrant activity grew more frequent over the centuries. Approximately fifteen hundred years ago, the appearance of aberrants reached an apex—and the bearers of the true marks decided it was time to act.

THE WAR OF THE MARK

The War of the Mark transformed the dragonmarked houses into their modern form. It solidified the early influence of House Cannith and House Deneith, both of which brought significant military force to bear in the struggle. House lore presents the war as a bold struggle to eliminate the deadly threat posed by those bearing aberrant dragonmarks. A close study of historical documents suggests that aberrant dragonmarks began to appear in far greater numbers in the century prior to the war, and

Mixed Marks

While the true dragonmarks are bound to specific bloodlines, aberrant dragonmarks can appear without warning. One cannot predict whether a child from an unmarked family will manifest an aberrant dragonmark, but one well-known source of aberrant dragonmarks exists: the mingling of bloodlines that carry true dragonmarks.

When heirs of two different dragonmarked houses produce children, those children are much less likely to inherit the dragonmark of one a parent than to manifest an aberrant dragonmark. The marks produced in this manner are referred to as mixed marks. Like other aberrant dragonmarks, mixed marks have unpredictable shapes. However, they can be recognized by their color, since they alone share the blue-green tone of the true dragonmarks.

Following the War of the Mark, intermarriage between houses was forbidden to prevent the rise of a new generation of aberrants. In the past, such relationships were grounds for excoriation, but the War of the Mark was long ago and fear of the aberrant dragonmarks has begun to fade. Interhouse liaisons are still taboo, but they do occur. Heirs who stray are often allowed to keep their status—as long as they are willing to abandon their tainted children.

Aside from the color of the mark and the impact it has on a character's backstory, no significant differences exist between a mixed mark and any other form of aberrant dragonmark. A handful of scholars have attempted to map mixed marks to predict what aberrant powers a specific house pairing might produce, but no clear correlation has yet been found. However, this might simply be due to a lack of available data, since the dragonmarked houses have little interest in discussing their aberrant heirs.

that many of these marks carried great destructive power. However, revisionist scholars claim that the so-called war was largely fought to secure the power and prominence of the true dragonmarked bloodlines, and to eliminate a possible source of competition.

Whatever the rationale behind the conflict, its first few years were one-sided. Spread across the Five Nations, the aberrants were hunted down and exterminated by their better-organized and well-disciplined foes in the dragonmarked houses. The war might have ended then if not for Halas Tarkanan. Tarkanan organized the surviving aberrants into an army. Under his leadership, the aberrants proved a surprisingly resilient foe.

Tarkanan, known as "The Earthshaker," possessed a dragonmark with great influence over natural forces, but his strategic brilliance often played a greater role in battle. His consort, an enigmatic woman known only as The Lady of the Plague, was considered an even greater threat. Though she is commonly depicted as a monster in folktales, many scholars have observed that she seems to have used her powers only when forced to, and might even have despised her gift—facts carefully omitted from the official Sivis histories.

Though Tarkanan's efforts extended the conflict, the aberrants fell in the end. Tarkanan himself was trapped in the siege of Sharn, where the last of his forces had taken refuge. When it became clear that he and his followers were doomed, Tarkanan and his lieutenants unleashed the full power of their aberrant dragonmarks—power sufficient to destroy the entire city. Earthquakes shattered its towers, hordes of vermin rose from the depths, and terrible plagues ravaged those who ventured too close to the ruins. Many think that The Lady of the Plague's death-curse still lingers in the depths of Sharn, the source of creatures such as the feral spirit, roach thrall, and rancid beetle swarm (see the *Sharn: City of Towers* supplement).

Aberrant Dragonmarks in the Modern Day

After the fall of Tarkanan and the aberrant armies, aberrant dragonmarks were all but lost to history. The houses strictly forbade any liaisons between their members, and children of such pairings were often killed at birth. The number of aberrant dragonmarks appearing among the general populace dropped dramatically. In the aftermath of the War of the Mark, the propaganda of the dragonmarked houses depicted aberrants as terrifying monsters. Many aberrant children among the general population are thought to have been killed by their own parents.

The rise of the Kingdom of Galifar placed limits on the power of the dragonmarked houses. Over the centuries, the nobles of the Wynarn line forbade the killing of aberrant children, and it soon became clear that the aberrant dragonmarks of the present day lacked the power or malign influences of their predecessors. An aberrant heir might possess the power to *feather fall* or *detect secret doors*—a far cry from the power to spread plague or destroy a city.

The old superstitions remain, but they are losing their power. Few believe the old claim that the aberrant dragonmarked are the children of the Dragon Below, as the horrors of the Last War have driven such concerns from the mind of the common folk.

What Do You Know?

Knowledge (arcana)

DC 10: Aberrant dragonmarks are similar to the marks of the dragonmarked houses, but carry different powers and are less predictable. Superstition once held that aberrant dragonmarks are a source of misfortune, madness, and death. Those who are known to possess aberrant marks are sometimes shunned. This prejudice has lost much of its power in the modern age.

DC 15: Aberrant dragonmarks occur frequently when heirs of different dragonmarked houses have children; these are called "mixed marks." Despite the common fears, aberrant dragonmarks are not especially powerful, and there is no conclusive evidence that an aberrant mark has any harmful effect on its bearer. Aberrant dragonmarks appeared around the same time as true dragonmarks, but the dragonmarked houses sought to exterminate those who bore them in a conflict known as the War of the Mark.

DC 20: It is clear that the aberrant dragonmarks that existed prior to the War of the Mark were more powerful than those found in the present day. Thus, it is likely that the paranoia and superstition surrounding the marks are holdovers from another age. Contemporary rumors of powerful aberrant dragonmarks arise from time to time, but no clear evidence supports this or suggests what could be causing it.

DC 30: Characters who achieve this level of success can learn important details about aberrant dragonmarks, including the sorts of powers that might be wielded by those who possess lesser or greater aberrant marks.

Knowledge (history)

DC 10: The War of the Mark occurred fifteen hundred years ago, when the dragonmarked houses banded together to fight a common foe.

DC 15: The War of the Mark was what caused the modern dragonmarked houses to take shape. The war was fought against those who possessed aberrant dragonmarks—twisted marks that carry dangerous powers and are said to cause madness.

DC 20: The "war" was largely a one-sided purge, as the dragonmarked houses systematically exterminated those with aberrant marks. Eventually, a leader named Halas Tarkanan brought the most powerful aberrants together in an armed resistance. Tarkanan's army took refuge in Sharn, but when it became clear that they could not win, he and his lieutenants destroyed the city by unleashing the full power of their marks.

DC 30: Characters who achieve this level of success should be able to acquire considerable information about the important events of the War of the Mark.

However, change is in the wind. For over a thousand years, aberrant dragonmarks have been weak and trivial things. Now the marks are appearing more frequently, and rumors speak of aberrant dragonmarked with unusual and potent powers.

These new aberrants are often drawn to the Cults of the Dragon Below, providing a significant boost to the power of these fringe sects. Meanwhile, an organization known as House Tarkanan combs the land for aberrant heirs, training them in the use of their abilities. Even as it builds power in the criminal underworld, House Tarkanan combs ancient ruins for aberrant treasures: the weapons and tools wielded in the first War of the Mark.

To date, no child of Khyber has manifested powers on a par with Halas Tarkanan or the Lady of the Plague, but the leaders of House Tarkanan believe that it is only a matter of time. They believe that a second War of the Mark is inevitable. This time, they intend to be ready.

More information about House Tarkanan can be found in the *Sharn: City of Towers* supplement.

THE ABERRANT ADVENTURER

Before a player character takes an aberrant dragonmark, both player and Dungeon Master should discuss the idea. How does the player want the mark to affect the character's life? Does he like the notion of being an outcast, feared for who he is? Or does he simply want to be able to use *shield* as a spell-like ability?

It is possible to minimize the impact of aberrant dragonmarks in a campaign. If a character's mark is hidden on his body, if it holds a passive power such as *shield* or *feather fall*, and if he avoids aberrant feats, people might never even know he bears an aberrant dragonmark. The DM might also decide that in her campaign, the majority of the population have let go of old prejudices, and that the character can reveal his mark without fear.

One place where prejudice against aberrants remains in full force is the dragonmarked houses themselves. With the exception of House Ghallanda, dragonmarked houses rarely accept members with aberrant marks and, especially in those houses central to the War of the Mark, hatred of aberrants runs high. Occasionally, unmarked heirs of a dragonmarked house manifest an aberrant dragonmark. Such characters are almost always forced from their house, especially if they are children of marked parents or scions of well-established dragonmarked families. As a result, house heirs who manifest aberrant dragonmarks often go to desperate lengths to conceal them.

A character whose mark is clearly visible must deal with the consequences of carrying it, as determined by the DM. If a character with an aberrant dragonmark can expect to receive a consistently hostile or unfriendly reaction from NPCs, a DM might want to consider treating the aberrant dragonmark as both a flaw (as described in *Unearthed Arcana*) and a feat. This effectively allows a character to take Aberrant Dragonmark as a bonus feat because he suffers a significant social penalty for doing so.

Regardless, such a character can be an interesting one. How does he deal with the fear and superstition he encounters on a daily basis? Is he a bitter antihero, withdrawn and grim? Or does he meet the darkness with light, repudiating the fears of those around him through his noble actions?

A DM could also decide to make aberrant dragonmarks a central theme of a campaign. An adventuring party could be formed from aberrant dragonmarked characters seeking allies in a hostile world. Whether working as independents or in the service of House Tarkanan, such a group could be outlaws fighting to undermine the power of the dragonmarked houses or to reclaim the lost treasures of the first War of the Mark. If the houses decide to move against aberrants again—or to seize power from the nobility of the Five Nations—this band of aberrant heroes could become leaders in the new War of the Mark.

ADVANCED MARKS

Chapter 3 presents new feats that build on or enhance the Aberrant Dragonmark feat from the *Eberron Campaign Setting*. This material supersedes the statement made in the *Eberron Campaign Setting* that "You can never improve [an aberrant dragonmark] in any way." For the past thousand years, this has been the case—but no longer.

Lesser and greater aberrant dragonmarks are extremely rare. They are more likely to inspire fear in the superstitious—and are a source of grave concern among the leaders of the dragonmarked houses. Though these marks can hold tremendous power, they have drawbacks. The strength of an aberrant mark is inherently unnatural, and those who channel such energy might become dazed.

As indicated in the *Eberron Campaign Setting*, once a character has taken the Aberrant Dragonmark feat, he can never possess a true dragonmark. As with true dragonmarks, taking the Lesser Aberrant Dragonmark or Greater Aberrant Dragonmark feat improves all aspects of a mark. When a character gains one of these feats, the caster level of all his aberrant dragonmark powers increases, and he gains an additional daily use of his lower-level abilities.

A few common themes run through the aberrant dragonmarks, including cold, fire, fear, death, and the ability to influence the minds of others. However, one of the defining elements of an aberrant dragonmark is that it follows no set progression. A child of Khyber could have the power of *burning hands, scorching ray,* and *flame strike*—but he could just as easily possess *shield, sleet storm,* and *confusion*. Aberrant dragonmarks are always unpredictable.

Aberrant Treasures

Though Halas Tarkanan did not possess the resources of House Cannith, legends of the War of the Mark suggest that he and his lieutenants wielded magic items that enhanced the powers of their aberrant dragonmarks, similar to the dragonshard focus items used by the dragonmarked houses. Such tools might still be found in the battlefields of the War of the Mark, especially the ruins beneath Sharn. House Tarkanan is actively seeking these treasures, but a party of adventurers might find them first.

Items designed for use with true dragonmarks (*channeling rods, dragonshard reservoirs, dragonshard focuses*, and so on) do not work with aberrant dragonmarks. However, variations of these items could be created with Khyber dragonshards, producing identical powers and effects that work only in conjunction with aberrant marks. Greater aberrant focus items can take as many forms as those associated with the true marks. Players and DMs should refer to pages 261–263 of the *Eberron Campaign Setting* for inspiration.

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